

# Hotkeys

## To

Cycle through last 5 sound events  
Cycle through idle villagers  
Cycle through idle military units  
Cycle through Barracks, Markets,  
Archery Ranges, etc.

Center view on selected unit

Return to the last 10 map locations

Assign group number to units

Select group assigned to this number

Select this group in addition to  
currently selected units

Display game time

Display online tech tree

Display score

Select all units of one type

Garrison selected unit(s)

Delete selected unit or building

Pause game

Display chat interface

Select Town Center

Insert chapters in a recorded game

Capture screenshots of your victory

Capture screenshot of entire game map

## To

Build House

Build Farm

Build Tower

Build building

Build military building

Rebuild expired Farm

## Press

Middle mouse button or HOME key

PERIOD [ . ] key

COMMA [ , ] key

CTRL+B, CTRL+M, CTRL+A, etc.

SPACEBAR

BACKSPACE

CTRL+1-9

1-9

SHIFT+1-9

F11

F2

F4

Double-click a unit of that type

ALT+right-click building

DELETE key

PAUSE key

ENTER key

H

F9

PRINT SCREEN key (bitmaps are  
saved in the Screenshots folder)

CTRL+F12 (bitmaps are saved in  
the Screenshots folder)

## Click a villager, then

Press B, then E

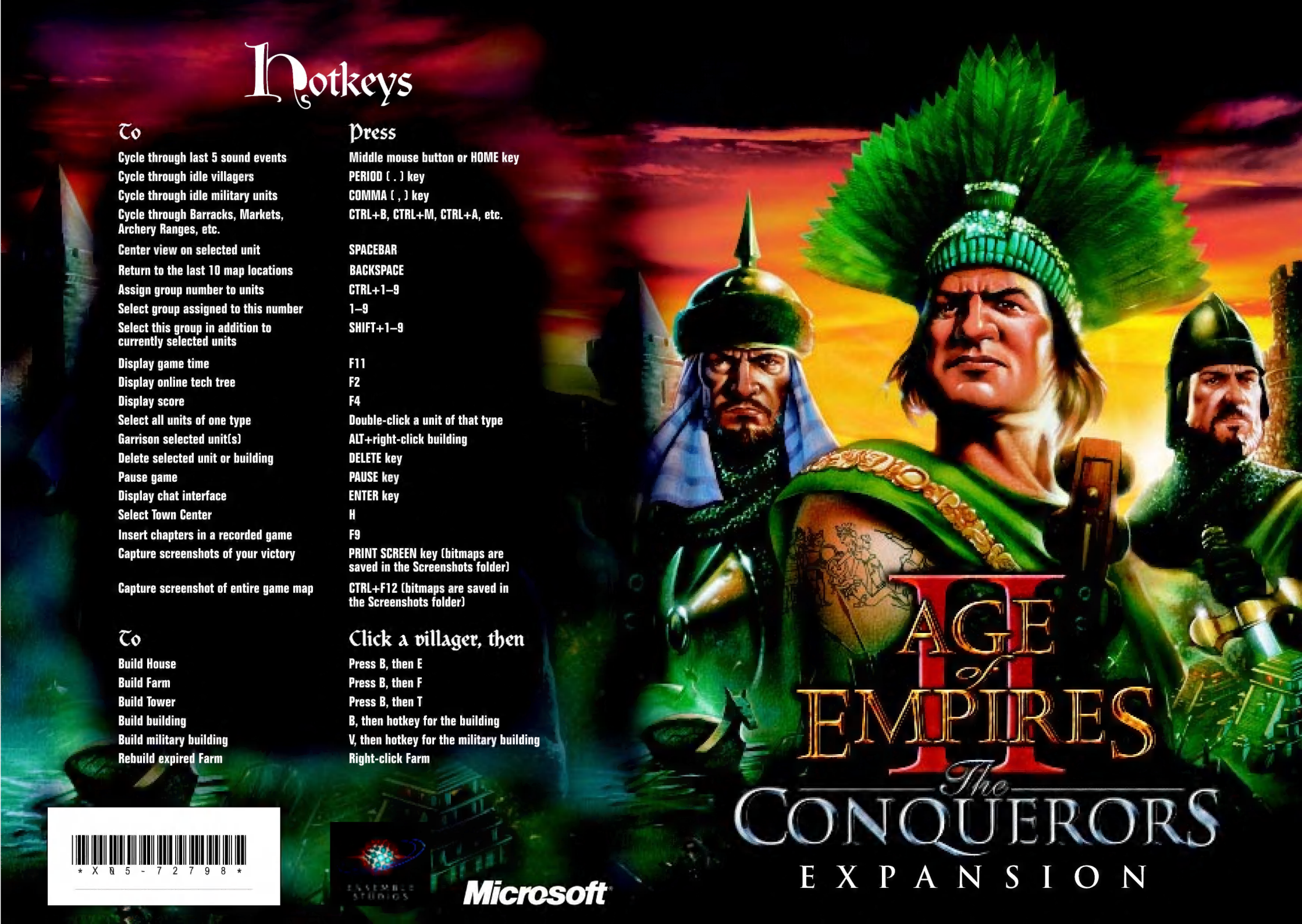
Press B, then F

Press B, then T

B, then hotkey for the building

V, then hotkey for the military building

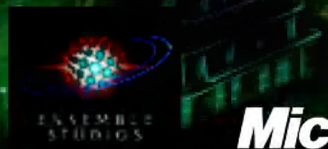
Right-click Farm

The background of the entire page is the cover art for Age of Empires II: The Conquerors Expansion. It features three prominent figures: a Native American chief with a large green feathered headdress in the center, a European knight in armor on the left, and another Native American figure on the right. They are set against a dramatic sunset sky with orange and red clouds. In the background, there are silhouettes of various buildings and structures from the game.

# AGE of EMPIRES The CONQUERORS EXPANSION



\* X 0 5 - 7 2 7 9 8 \*



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0800 Part No. X05-72798

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# Chapter I

## Getting Started

Age of Empires II®: The Conquerors Expansion continues the epic medieval combat and empire-building of The Age of Kings® — with many new challenges.

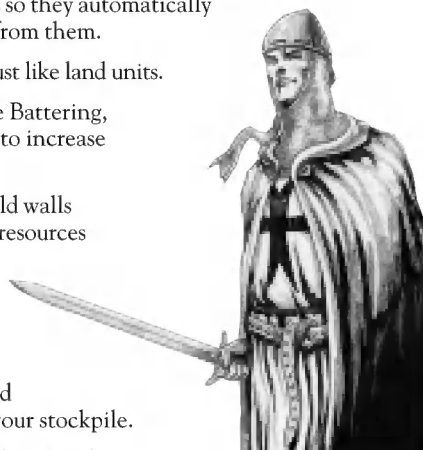
This manual assumes that you have played Age of Empires II: The Age of Kings and explains only the new features in The Conquerors Expansion. If you haven't played The Age of Kings yet, the easiest way to master the basics of the game is to play the William Wallace learning campaign (on the main menu, click **Learn to Play**). You can also refer to The Age of Kings manual for complete information about the game.

### What's new

Age of Empires II: The Conquerors Expansion includes these new features.

- ⊕ **Civilizations** – Aztecs, Huns, Koreans, Mayans, and Spanish. For information about each civilization's abilities, see Civilization Attributes in the Appendix. For historical information about each civilization, click **History** on the main menu.
- ⊕ **Units** – Conquistadors, Eagle Warriors, Halberdiers, Hussars, Jaguar Warriors, Missionaries, Petards, Plumed Archers, Tarkans, Turtle Ships, and War Wagons. For information about the units, see Chapter III.
- ⊕ **Technologies** – Bloodlines, Caravan, Herbal Medicine, Heresy, Parthian Tactics, Theocracy, and Thumb Ring. In addition, each civilization can research a unique technology that improves its unique unit or team bonus. For information about the technologies, see Chapter IV.

- ⊗ **Campaigns** – Battle as Attila the Hun, El Cid, Montezuma, and other remarkable conquerors. New difficulty settings let anyone play to win. Campaign objectives now include a **Scouts** tab that provides reconnaissance information about the map and your enemies.
- ⊗ **New game types** – King of the Hill, Wonder Race, Defend the Wonder.
- ⊗ **Real world maps** – Based on geographical locations, such as Britain, France, Italy and, of course, Texas.
- ⊗ **More maps** – Arena, Ghost Lake, Mongolia, Nomad, Oasis, Salt Marsh, Scandinavia, Yucatan, and Random Land.
- ⊗ **Winter and tropical terrain** – On winter maps, walk across ice and leave footprints in the snow. On tropical maps, herd turkeys instead of sheep and fend off jaguars instead of wolves.
- ⊗ **Last Man Standing victory condition** – After defeating the enemy, team members turn on each other until one player wins.
- ⊗ **Farms automatically replant** – Queue Farms so they automatically replant after all the food has been gathered from them.
- ⊗ **Ship formations** – Ships move in formation just like land units.
- ⊗ **Ram garrisoning** – Units can garrison inside Battering, Capped, and Siege Rams for protection and to increase the ram's speed and attack.
- ⊗ **Smart villagers** – Villagers work smarter, build walls more intelligently, and automatically gather resources after constructing a drop-off building.
- ⊗ **Smart siege weapons** – Mangonels, Onagers, and Siege Onagers don't auto-attack if they would harm friendly units.
- ⊗ **Improved trading & tributes** – Buy, sell, and tribute lots of 500, or tribute everything in your stockpile.
- ⊗ **Improved chatting** – See messages in each player's color.
- ⊗ **Improved Diplomacy UI** – See other players' stances toward you.
- ⊗ **Friend or foe colors** – Change player colors to see enemies in one color, allies in another.
- ⊗ **Command allied computer players** – Use chat commands to order allied computer players to attack, tribute resources, and build an economy, military, or a Wonder.
- ⊗ **Return to previous view** – Press the **BACKSPACE** key to return to the previous location on the map. For example, if the screen is centered on your army and you jump back to your Town Center to tend your economy, press the **BACKSPACE** key to return to your army. Press the key multiple times to display the last 10 locations.
- ⊗ **Random teams option** – Players who select a question mark (?) as their **Team** setting before starting a game are randomly placed on the teams of players who have chosen team numbers. If all players select random teams, two teams are created.





- ⊗ **Improved game recording** – Record chat text and insert chapter markers so you can easily play back important battles.
- ⊗ **Full-size map screenshots** – Choose the reduction ratio and create a screenshot of the entire game world.
- ⊗ **Improved map editor** – New scenario triggers, including the ability to change unit names and attributes.
- ⊗ **Customizable random maps** – Create your own random map scripts that tell the computer what terrain, elevation, and resources to place when creating random maps. To learn how to do this, see the Random Map Script Guide (RMSG.doc) in the Docs folder on The Conquerors Expansion CD.

For more information about most of these features, see Chapter II.

## The Age of Kings changes

The Conquerors Expansion includes several changes to The Age of Kings civilizations, units, and technologies.

### Civilization changes

The Conquerors Expansion includes these changes to The Age of Kings civilizations.

- ⊗ **Britons** – Town Centers cost 50% less wood, but only in the Castle Age and Imperial Age.
- ⊗ **Byzantines** – Team bonus: Monks heal 50% faster.
- ⊗ **Chinese** – Start with -50 wood.
- ⊗ **Goths** – Hunters now carry +15 meat.
- ⊗ **Teutons** – Town Centers have +5 line of sight (LOS) instead of +5 range.
- ⊗ **Turks** – Hussar upgrade free; gunpowder units +25% HPs, not +50%.
- ⊗ **Vikings** – Docks cost -25%, not -33%.

In addition, each Age of Kings civilization can create the new units and research the new technologies in The Conquerors Expansion. For information about the units and technologies available to each civilization, see New Units & Technologies in the Appendix.



### Unit changes

The Conquerors Expansion includes these changes to The Age of Kings units.

- ⊗ **Cavalry Archer & Heavy Cavalry Archer** – Move, fire, and are created faster.
- ⊗ **Camel & Heavy Camel** – Move faster.
- ⊗ **Bombard Cannons** – More attack vs. siege weapons; more hit points; fire faster; no upgrade cost (except Chemistry).

- ⊗ **Hand Cannoneers** – Increased anti-infantry attack; no upgrade cost (except Chemistry).
- ⊗ **Janissary & Elite Janissary** – Attack increased.
- ⊗ **Huskars** – Attack increased vs. archers; piercing armor.
- ⊗ **Pikemen** – Attack bonus vs. camels decreased.
- ⊗ **Mangonel, Onager & Siege Onager** – Move and fire faster; bonus damage vs. siege units; don't auto-attack if it may harm friendly units.
- ⊗ **Samurai** – Move faster; attack bonus vs. other unique units increased.
- ⊗ **Scorpion & Heavy Scorpion** – Pass-through damage and range increased but cannot be upgraded with Fletching, Bodkin Arrow, or Bracer (at the Blacksmith).
- ⊗ **Scout Cavalry, Light Cavalry & Hussar** – Bonus attack vs. Monks; more resistant to conversion by Monks and Missionaries.
- ⊗ **Swordsmen, berserks, samurai & woad raiders** – Have piercing armor.
- ⊗ **Woad Raiders** – Creation speed increased.

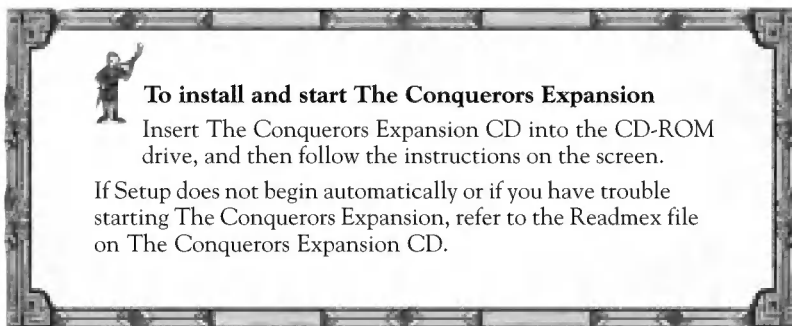
## Other changes

The Conquerors Expansion includes these changes to The Age of Kings.

- ⊗ **Town Center** – Cost increased to 275 wood and 100 stone; takes longer to build; Fletching, Bodkin Arrow, and Bracer (at the Blacksmith) improve Town Center attack and LOS (not range).
- ⊗ **Outpost** – Cost decreased to 25 wood and 10 stone; LOS increased.
- ⊗ **Relics** – Generate more gold.

## Installing & starting

You must have Age of Empires II: The Age of Kings installed before you can install Age of Empires II: The Conquerors Expansion.



# Chapter II

## About the New Features

### New campaigns

The Conquerors Expansion includes four new campaigns that let you recreate historic battles waged by Attila the Hun, El Cid, Montezuma, and other conquerors in a series of historically based scenarios.



#### To play the new campaigns

Click **Single Player** on the main menu, click **The Conquerors Campaigns**, and then click the name of the campaign you want to play.

### New game types

The Random Map game in The Age of Kings is now called the standard game, and the interface is simplified to make it easier to choose which type of standard game to play.



#### To play a single player standard game

Click **Single Player** on the main menu, click **Standard Game**, and then choose the **Game** you want to play (Random Map, Regicide, Death Match, scenario, or one of the new games below).

For information about starting a multiplayer game, see The Age of Kings manual.



The Conquerors Expansion includes three new game types.

- ⊕ **King of the Hill** – To win, control the Monument in the center of the map for the specified time period. To take control of the Monument from an enemy, kill all of the enemy units near the Monument and move one of yours nearby. The map style greatly affects this game. For example, on Coastal maps, you can defend with walls and Castles; on Island maps, you can defend only with ships; on Ghost Lake maps, you can defend only with land units.
- ⊕ **Wonder Race** – No combat; the first player to build a Wonder wins. All players are allied and cannot change alliance or form teams. However, you can play a cooperative multiplayer game, where two players control the same civilization. There are no walls, Siege Workshops, or Trebuchets.
- ⊕ **Defend the Wonder** – One player starts with a Wonder surrounded by walls and defends it from enemy players to win. All players begin in the Imperial Age with all technologies researched, large stockpiles of resources, and several villagers.

## Automatic Farm replanting

Farms can now be queued at the Mill so they are automatically replanted when all of the food has been collected from them and they expire. If there are Farms in the queue when a Farm expires, you do not receive a “Farm expired” notification.



### To automatically replant Farms

Click the Mill, and then click the **Reseed Farm** button. Click multiple times to replant several Farms.

Automatically replanting costs the same as building a new Farm, so you must have enough wood in your stockpile for each Farm you add to the queue. You can use any of your Mills to add or delete Farms from the queue. If all of your Mills are destroyed the queued Farms continue to be replanted. If you research technology that improves your Farms, queued Farms also benefit.

## Garrisoning units inside rams

All foot units (infantry and archers) can garrison inside a ram; villagers, Monks, Petards, Kings, mounted units, and siege weapons cannot. Garrisoned infantry and pikemen increase the ram's speed and attack vs. buildings. Units garrisoned inside a ram are not damaged during an attack, and garrisoned archers do not attack.

Battering Rams and Capped Rams can garrison four units. Siege Rams can garrison six units. A flag appears on rams with garrisoned units. Allied players can garrison units inside each other's rams (and ungarrison them at will). Units are automatically ejected if the ram is destroyed, converted by a Monk or Missionary, or if allied players change their diplomatic stance.

When a garrisoned ram is loaded aboard a transport ship, the ram and each garrisoned unit count toward the ship's capacity. For example, if three units are garrisoned inside a ram, then four units are loaded onto the transport ship.



#### **To garrison units inside a ram**

Click a unit (or select a group), and then right-click a Battering Ram, Capped Ram, or Siege Ram.

#### **To ungarrison all units**

Click a Battering Ram, Capped Ram, or Siege Ram, and then click the **Ungarrison** button.

You can also ungarrison units individually or in groups using the **CTRL** and **SHIFT** keys in the same way that you ungarrison units from buildings.

## Smarter villagers

Villagers are now smarter so resource gathering and wall building are easier.

- ⊕ Villagers automatically begin gathering resources that are nearby after building a Mill, Mining Camp, Lumber Camp, or Town Center.
- ⊕ If a villager is carrying resources when you order it to construct a building, the resources are deposited in your stockpile before the villager gathers a new resource. For example, if a villager is carrying 8 food from hunting and you assign it to build a Lumber Camp, the food is added to your stockpile before the villager begins chopping wood.
- ⊕ When you send a group of villagers to a single Farm, the villagers automatically spread themselves among any untended Farms nearby.
- ⊕ When two or more villagers are assigned to build a wall, they space themselves out so the wall is built more quickly and efficiently. Also walls are now built starting from the outside and working toward the middle so they end properly at the edge of water and forests.

## Improved trading & tributes

You can buy, sell, and tribute the resources in your stockpile in lots of 500 or tribute your entire stockpile of a resource.



#### **To buy, sell, or tribute lots of 500**

Press the **SHIFT** key, and then click the button of the resource to buy, sell, or tribute.

#### **To tribute your entire stockpile of a resource**

Press the **CTRL** key, and then click the button of the resource to tribute.

## Improved chatting

Chat text is shown in each player's color and there are two new ways to send messages to specific players. As in *The Age of Kings*, you can begin a message with a semicolon (;) to chat only with your allies. Now you can use an exclamation mark (!) to send a message only to your enemies or an asterisk (\*) to send a message to everyone.

## Friend or foe colors

The friend or foe option uses a simpler color scheme to indicate which players are your allies and which are your enemies. When you set the friend or foe option, colors are not unique for each player. Instead, enemies are red, allies are yellow, neutral players are gray, and your units are blue. The colors are determined by your diplomatic stance toward each player (not theirs toward you).



### To use the friend or foe colors option

On the main menu, click **Options** (or while you are in a game, click the **Menu** button, and then click **Options**), then select **Friend or Foe Colors**. Or press the hotkey (default ALT+G) during a game.

## Commanding allied computer players

If you are playing a standard game (not a campaign scenario), you can use the **Commands** button in the chat interface to send commands to allied computer players.

The computer player recognizes the following commands:

- ⊗ **3: Food, please** – Computer player tributes 100 food to you.
- ⊗ **4: Wood, please** – Computer player tributes 100 wood to you.
- ⊗ **5: Gold, please** – Computer player tributes 100 gold to you.
- ⊗ **6: Stone, please** – Computer player tributes 100 stone to you.
- ⊗ **31: Attack an enemy now!** – Computer player uses any available units to attack the most dangerous enemy. If you have sent a “Wait for my signal to attack” command, the computer will not attack until it receives this command.
- ⊗ **32: Cease creating extra villagers** – Computer player focuses on building its military.
- ⊗ **33: Create extra villagers** – Computer player focuses on building its economy.
- ⊗ **34: Build ■ navy** – Computer player focuses on building combat ships.
- ⊗ **35: Stop building a navy** – Computer player stops building combat ships.
- ⊗ **36: Wait for my signal to attack** – Prevents computer player from attacking until you send the “Attack an enemy now!” message. The computer player automatically attacks unless you send this command.

- ⊕ **37: Build a Wonder** – Computer player hoards resources and attempts to build a Wonder when its stockpile is large enough.
- ⊕ **38: Give me your extra resources** – Computer player sends you any resources it can spare.
- ⊕ **42: What age are you in?** – Computer player tells you the age it has reached.

## Improved game recording

Recorded games now save chat messages, and you can insert chapter markers so you can easily find important battles when you play back the recording.



### To insert chapter markers

While recording a game, click the **Menu** button, and then click **Save Chapter** (or press **F9**).

### To jump between chapters during playback

Click the **Next Chapter** button or **Previous Chapter** button.

## Full-size map screenshots

It is now possible to create a screenshot of the entire game map exactly as it appears on the screen, including fog of war. You can save screenshots at any time during a single player game, but you must wait until after a multiplayer game has ended to save screenshots from it. In order to create a screenshot while using the map editor, you must either play or test the scenario.



### To reveal the entire game map

Type **Marco** (reveal map) and/or **Polo** (remove fog of war) in the chat window. In a multiplayer game, the **Allow Cheats** option must be enabled to use these commands.

### To create a screenshot of a full-size map

Press **CTRL+F12**, and then click the button to select the reduction ratio (1:3 is the largest image; 1:8 is the smallest).

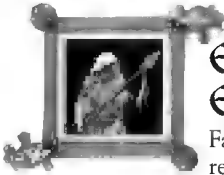
The map image is saved in the Screenshots folder where you installed the game.

# Units

## Chapter III

The Conquerors Expansion includes several new units. For more information about which units a civilization can research, see New Units & Technologies in the Appendix.

### Infantry



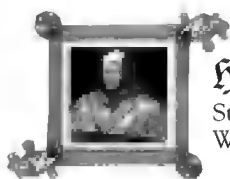
#### Eagle Warrior & Elite Eagle Warrior

Fast infantry with extensive line of sight, piercing armor, resistance to conversion, attack bonus vs. Monks, and a slight attack bonus vs. siege weapons and mounted units. Civilizations without cavalry (Aztecs and Mayans) start the game with an Eagle Warrior instead of Scout Cavalry.

|                   |   |
|-------------------|---|
| <b>Created at</b> | Barracks  |
| <b>Strong vs.</b> | archers, Monks, siege weapons   |
| <b>Weak vs.</b>   | infantry, hand cannons  |
| <b>Upgrades</b>   | <b>HP</b> — El Dorado (Mayan unique technology at Castle)<br><b>Attack</b> — Forging, Iron Casting, Blast Furnace (Blacksmith); Garland Wars (Aztec unique technology at Castle)<br><b>Armor</b> — Scale Mail Armor, Chain Mail Armor, Plate Mail Armor (Blacksmith)<br><b>Sight</b> — Tracking (Barracks)<br><b>Speed</b> — Squires (Barracks)<br><b>Unit creation speed</b> — Conscripton (Castle)<br><b>Units resist enemy Monks, Missionaries</b> — Faith, Heresy (Monastery) |

*The Aztecs prized fighting skills, and soldiers earned increased status in society through distinction in combat and promotion in rank. One of the higher ranks was that of Eagle Warrior. These fighters wore great colorful headdresses made of eagle feathers and costumes that enhanced their military bearing. Because they were lightly armored and unencumbered, they were able to move quickly. They were the fast, light troops of the Aztec armies, quickly pouncing on enemies. However, they proved to be at a great disadvantage in combat against Europeans wearing steel armor and using steel weapons.*

*The best of the Eagle Warriors were promoted to Elite status. These were the champions of the Eagle Warrior formations and led the attempts to disable and capture enemies.*



## Halberdier

Stronger than Pikeman. Attack bonus vs. mounted units and War Elephants.

**Created at**  
**Strong vs.**  
**Weak vs.**  
**Upgrades**

Barracks  
Mounted units, War Elephants  
infantry, archers, scorpions, mangonels, hand cannons  
**Attack** — Forging, Iron Casting, Blast Furnace (Blacksmith)  
**Armor** — Scale Mail Armor, Chain Mail Armor, Plate Mail Armor (Blacksmith)  
**Sight** — Tracking (Barracks)  
**Speed** — Squires (Barracks)  
**Unit creation speed** — Conscription (Castle)  
**Units resist enemy Monks, Missionaries** — Faith, Heresy (Monastery)

*The Halberd was a pike weapon invented in the Middle Ages for use against armored men, especially on horseback. It consisted of a six-foot shaft with an axe head at the front, a spear point at the top, and thin point at the rear. The spear was used to ward off cavalry. The thin rear point could be chopped down on an armored man to penetrate the strongest armor. The axe head brought down with both hands could chop through armor, arms, and helmets. Wielding the Halberd left the soldier exposed momentarily, so it was best used in formation with other men at hand for protection.*



## Jaguar Warrior & Elite Jaguar Warrior

Aztec unique unit. Attack bonus vs. other infantry.

**Created at**  
**Strong vs.**  
**Weak vs.**  
**Upgrades**

Castle  
infantry  
archers, mangonels, hand cannons, cavalry archers  
**Attack** — Forging, Iron Casting, Blast Furnace (Blacksmith); Garland Wars (Aztec unique technology at Castle)  
**Armor** — Scale Mail Armor, Chain Mail Armor, Plate Mail Armor (Blacksmith)  
**Sight** — Tracking (Barracks)  
**Speed** — Squires (Barracks)  
**Unit creation speed** — Conscription (Castle)  
**Units resist enemy Monks, Missionaries** — Faith, Heresy (Monastery)

*Another rank of Aztec fighter was the Jaguar Warrior, who was more heavily armed and armored than the Eagle Warrior. Their role was probably to be the heavy infantry of the army and to engage the enemy main body. They likely had the advantage in combat against lighter troops that were caught off-guard or foolish*

enough to engage the heavier Jaguar Warrior. These warriors wore jaguar headpieces and clothing that represented jaguar fur. The jaguar was chosen as the totem for warriors because it was the fiercest predator in the Central American jungles. In combat, they used an obsidian-bladed sword known as a macana. Although it lacked the penetration power of steel weapons, the macana was able to keep a razor-sharp edge.

The best of the Jaguar Warriors were promoted to Elite status. These were veterans of demonstrated skill who carried the best weapons and were the best fighting soldiers available.

## Archers



### Plumed Archer & Elite Plumed Archer

Mayan unique unit. Stronger, faster, and better armored than other archers, but have less attack.



**Created at**  
**Strong vs.**  
**Weak vs.**  
**Upgrades**

Castle  
other archers, slow units (Monks, Teutonic Knights, War Elephants)  
cavalry, skirmishers, other fast units (Eagle Warriors, Woad Raiders)  
**Attack** — Chemistry (University)  
**Attack, Range** — Fletching, Bodkin Arrow, Bracer (Blacksmith)  
**Armor** — Padded Archer Armor, Leather Archer Armor, Ring Archer Armor (Blacksmith)  
**Targeting** — Ballistics (University), Thumb Ring (Archery Range)  
**Unit creation speed** — Conscription (Castle)  
**Units resist enemy Monks, Missionaries** — Faith, Heresy (Monastery)

The natives of Central America had developed the bow and used it in combat. Their bow technology was not far advanced, however, in comparison to the Asian composite bow or English longbow. Archers could be ordered to wound when capture of enemies was more important than killing. Like all other Mayan warriors, archers wore distinctive costumes so commanders could distinguish their troops and place the right group where needed. The status of archers was low in comparison to other warrior ranks, so men of lower standing and skill entered their ranks. Men of status and ambition joined the ranks of the Eagle Warrior where they could have the opportunity to take captives.

The better skilled and experienced bowmen became Elite Plumed Archers. They were especially important when absolute victory was required because they had the ability to kill enemies quickly and break enemy army morale under a barrage of well-aimed arrows.





## War Wagon & Elite War Wagon

Korean unique unit. Heavily armored archery unit. (The Koreans have two unique units; the other is the Turtle Ship, a Dock unit.)

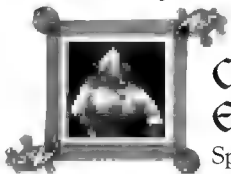
**Created at**  
**Strong vs.**  
**Weak vs.**  
**Upgrades**

Castle  
infantry, archers  
cavalry, skirmishers, pikemen, camels  
**Attack** — Chemistry (University)  
**Attack, Range** — Fletching, Bodkin Arrow, Bracer (Blacksmith)  
**Armor** — Padded Archer Armor, Leather Archer Armor, Ring Archer Armor (Blacksmith),  
**Targeting** — Ballistics (University), Thumb Ring (Archery Range)  
**Speed** — Husbandry (Stable)  
**Unit creation speed** — Conscription (Castle)  
**Units resist enemy Monks, Missionaries** — Faith (Monastery)

*The Korean kingdom of Koryo was often under attack from all sides — by China, by barbarian civilizations to the north like the Mongols, and by sea raiders. To survive, they needed a strong military. We have hints from scant records that the Koryo were innovative warriors, perhaps being the first to use rockets in combat and carriages of some type. Trains of these wagons could be arranged into temporary fortifications in open areas, providing a mobile, yet substantial, defensive position against mounted enemies. So became the war wagon, a classic chariot with scythed blades and mobile forts from which archers could fire with some protection.*



## Cavalry



## Conquistador & Elite Conquistador

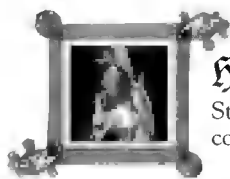
Spanish unique unit. Cavalry hand cannoneer. Powerful close attack; not accurate at range. (The Spanish have two unique units; the other is the Missionary, a Monk unit.)

**Created at**  
**Strong vs.**  
**Weak vs.**  
**Upgrades**

Castle  
swordsmen, Monks, Teutonic Knights, War Elephants  
knights, camels, pikemen  
**Armor** — Padded Archer Armor, Leather Archer Armor, Ring Archer Armor (Blacksmith)  
**Hit points** — Bloodlines (Stable)  
**Speed** — Husbandry (Stable)  
**Unit creation speed** — Conscription (Castle)  
**Units resist enemy Monks, Missionaries** — Faith, Heresy (Monastery)

Spanish adventurers who set off to conquer the New World became known as Conquistadors. These men were an assortment of disposed sons of the nobility and soldiers of fortune looking for adventure and loot. Most were soldiers without employment. They arrived in the New World with a great technical advantage in weapons over the natives who could not stand up to steel swords, firearms, and mounted lancers. The horse was particularly terrifying to the first natives who encountered it. Mounted men were thought to be some sort of new creature, half man and half four-legged beast. Thanks to the spread of European diseases before them and advantageous use of native allies on occasion, ridiculously small armies of Conquistadors conquered with relative ease the two great American civilizations, the Aztecs and the Incas.

Within the ranks of the European adventurers who invaded the New World there were soldiers of superior ability and determination who became the Elite Conquistadors. These were the men who lead the charges against seemingly insurmountable odds and triumphed due to their superior weapons and grim resolve.



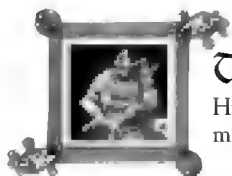
## Hussar

Stronger than Light Cavalry; attack bonus vs. Monks; resistant to conversion.

**Created at**  
**Strong vs.**  
**Weak vs.**  
**Upgrades**

**Stable**  
archers, cavalry archers, siege weapons, Monks  
Pikemen, knights, camels  
**Attack** — Forging, Iron Casting, Blast Furnace (Blacksmith)  
**Armor** — Scale Barding Armor, Chain Barding Armor, Plate Barding Armor (Blacksmith)  
**Hit points** — Bloodlines (Stable)  
**Speed** — Husbandry (Stable)  
**Unit creation speed** — Conscription (Castle)  
**Units resist enemy Monks, Missionaries** — Faith, Heresy (Monastery)

In the 15th century the Hungarians deployed a corps of light cavalry soldiers that came to be known as Hussars. They were excellent horsemen, trained to ride from their youth on the grasslands of the Hungarian plain. They wore brightly colored uniforms that gave them added dash and distinction. On the march they scouted and raided as needed. In an emergency they could charge in battle, but were usually too lightly armed and armored to engage heavy cavalry or infantry. They were especially useful after an enemy routed and had become disorganized because the fast Hussar could easily run over and cut down the undisciplined troops. The bright uniforms and dashing demeanor were very attractive to other nations and Hussars were prominent in later armies, especially during the Napoleonic era. A British Hussar unit was deployed in the Korean War, although it was fighting in tanks by that time.



## Tarkan & Elite Tarkan

Hun unique unit. Cavalry that is particularly effective against buildings, making Tarkans excellent vandals.

**Created at**

**Strong** ■■

**Weak vs.**

**Upgrades**

Castle

buildings, archers, mangonels, cavalry archers, siege weapons, Monks

Pikemen, knights, camels

**Attack** — Forging, Iron Casting, Metallurgy (Blacksmith)

**Armor** — Scale Barding Armor, Chain Barding Armor, Plate Barding Armor (Blacksmith)

**Hit points** — Bloodlines (Stable)

**Speed** — Husbandry (Stable)

**Unit creation speed** — Conscription (Castle)

**Units resist enemy Monks, Missionaries** — Faith, Heresy (Monastery)

*The use of the stirrup by the Huns gave them a technological advantage against other armies when they advanced toward the west in the 3rd century. They could set themselves in their stirrups and charge into a target with a lance. The impact of the lance point transferred the force of the combined moving man and horse, thanks to the stirrup. With rare exceptions (notably Alexander's Companion cavalry) horsemen prior to this had rarely been effective with a lance or spear. The appearance of thousands of barbarian cavalry using spears so effectively forced dramatic change in warfare at the end of antiquity. The Roman legions were forced to put more emphasis on cavalry in support of their legions and eventually hire barbarian horsemen as mercenaries. Heroes of Hunnic, and later Mongolian, armies were known as Tarkans.*

*The best of the Hunnic light horsemen were Elite Tarkan warriors. They rode hard, hit with surprise, and could withdraw as quickly if the situation was not advantageous. The mobility of the Elite Tarkan warriors made them devastating raiders, but their light cavalry status put them at a disadvantage against heavily armored horsemen in close combat.*



## Siege weapons



### Petard

Demolition infantry unit armed with explosives.

Devastating to buildings; ineffective against other units.

**Created at**

**Strong vs.**

**Weak vs.**

**Upgrades**

Castle

buildings, walls, siege weapons

archers, scorpions, cavalry archers, mangonels

**Attack** — Siege Engineers (University)

**Unit creation speed** — Conscription (Castle)

**Units resist enemy Monks, Missionaries** — Faith, Heresy (Monastery)



The primary use of gunpowder during the Middle Ages was as a propellant in firearms and cannon, but it eventually found use as an explosive also. Explosive charges, called petards, could be used to damage or blow down castle gates and other obstructions. The word petard comes from a French word for breaking wind. In very dangerous situations, an armored man would carry the petard to the point of attack and light the fuse. If the fuse malfunctioned or the charge went off prematurely for any reason, the bombardier was "hoisted by his own petard," which explains a phrase still used today when a plan or operation backfires.



## Ships



### Turtle Ship & Elite Turtle Ship

Korean unique unit. Slow, heavily armored battleship; effective for destroying other ships at close range. The Turtle Ship may be built at a Dock once a Korean Castle has been built. (The Koreans have two unique units; the other is the War Wagon, an archery unit.)

**Built at**  
**Strong vs.**  
**Weak vs.**  
**Upgrades**

Dock  
fire ships, demolition ships  
Bombard Cannons, Monks  
**Armor** — Careening (Dock)  
**Speed** — Dry Dock (Dock)  
**Lower cost** — Shipwright (Dock)  
**Units resist enemy Monks, Missionaries** — Faith (Monastery)

Under attack by samurai Japan in 1592, the fate of Korea and perhaps China depended on breaking the invader's supply lines at sea across the Straits of Korea. Korean admiral Yi Sun-Shin won two great naval victories off southern Korea with the aid of Turtle Ships, the first armored warships in history. These oar-powered ships had a low profile and mounted a battery of cannons on their broadside. Their sides and top were rounded and shaped like a flat turtle shell. They were not well suited for use on the high sea but quite useful in coastal waters where waters were relatively calm. The Japanese ships were at a great disadvantage in combat against them. Most missile fire glanced off their rounded armor. They offered no openings for enemy boarding parties. Unarmored enemy ships were quickly disabled by their cannon.

## Other units



### Missionary

Spanish unique unit. Moves faster than a Monk, but has less line of sight and range. Also, a Missionary cannot pick up Relics. Otherwise, it converts enemy units and heals friendly units the same way as a Monk. The Missionary may be built at a Monastery once a Spanish Castle has been built. (The Spanish have two unique units; the other is Conquistador, a cavalry unit.)

**Created at**

**Strong vs.**

**Weak vs.**

**Upgrades**

Monastery

Teutonic Knights, War Elephants

archers, knights, Light Cavalry, Woad Raiders

(all at Monastery)

**Convert some buildings, siege units** — Redemption

**Movement speed** — Fervor

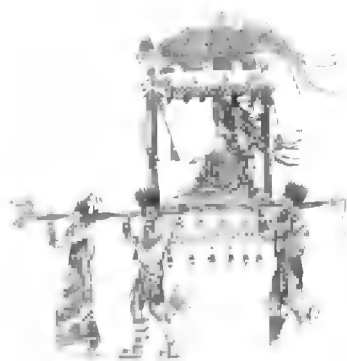
**Hit points** — Sanctity

**Convert other Monks** — Atonement

**Greater conversion range** — Block Printing

**Less rejuvenation time** — Illumination, Theocracy

**Units resist enemy Monks, Missionaries** — Faith, Heresy



*As Europeans gradually came to understand that Columbus had opened the door to two complete continents, they awoke to the desirability of converting the potentially immense native population to Christianity. The Spanish, Portuguese, and other European nations sent monks called missionaries into the New World to bring about conversion and salvation. To be a missionary required great faith, a strong constitution, and great zeal. They often were required to plunge into the wilderness amongst peoples of radically different cultures and beliefs. Many missionaries suffered despair, torture, and death at the hands of natives who resisted the message being brought to them or identified the monks with the disease and conquest that accompanied them.*

# Chapter IV

## T echnologies

The Conquerors Expansion includes several new technologies that improve the economic and combat abilities of your civilization. In addition, each civilization now has a unique technology. For more information about which technologies a civilization can research, see New Units & Technologies in the Appendix.

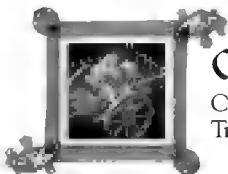
### Economic & military technologies



#### Bloodlines

Bloodlines (at the Stable) increases the hit points of all mounted units.

*Warriors in the Middle Ages required horses of different types for long movements, scouting, draft animals, and carrying armored knights. Careful breeding of horses allowed the gradual evolution of different horse bloodlines to meet these needs. Civilizations with access to large grasslands were especially adept at breeding horses. In the Middle East and Asia, similar attention was paid to breeding camels for racing speed or for stamina to withstand lengthy marches as part of trade caravans.*

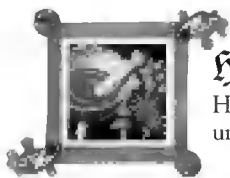


#### Caravan

Caravan (at the Market) increases the speed of Trade Carts and Trade Cogs so they gather gold faster.

*Trade quickly rose from a simple peasant taking his cart to market to more sophisticated enterprises of multiple carts or baggage animals traveling between cities. Caravans of trade packhorses or other conveyances were more efficient because they were easier to manage and guard over long distances. The word caravan is derived from Persian and usually*

refers to trade parties traversing deserts or hostile regions. The most famous caravan trade route of the Middle Ages was the Silk Road from China to Constantinople or the eastern Mediterranean coast.



## Herbal Medicine

Herbal Medicine (at the Monastery) increases the healing speed of units garrisoned inside buildings.

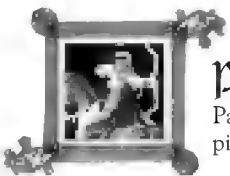
*Although classical societies advanced the studies of anatomy and physiology, prior to the scientific and industrial revolutions of the 18th and 19th centuries, medicine was an inexact science built on practical knowledge. First oral traditions and then written accounts passed down remedies and procedures that had been discovered through experience. The principal agent of healing was herbal medicine, the application or digestion of herbal compounds whose curative powers had been discovered through experiment. The presence of specialists in herbal medicine within a Middle Ages town or village was a boon to the inhabitants' quality of life.*



## Heresy

Heresy (at the Monastery) causes units to die instead of being converted by an enemy Monk or Missionary. You still lose the unit, but your enemy doesn't get it.

*As the Middle Ages progressed, Christianity in Europe faced a number of challenges, including heresy. This word came into use in the 13th century to define an opinion or doctrine that was contrary to church dogma. New opinions popped up at an alarming rate. Philosophers studying the Bible suggested new interpretations. Contact with pagan beliefs led to distortions of dogma in the hinterlands. Anyone who attempted to newly interpret the lessons of the Bible risked being accused of heresy. Coming to believe in a heretical position was seen by church leaders as a supreme sin, and many people condemned as heretics were burned at the stake.*

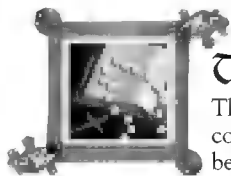


## Parthian Tactics

Parthian Tactics (at the Archery Range) increases the normal and piercing armor of mounted archers.

*The horse archers of Parthia, now part of modern Iran, were renowned for their ability to shoot arrows at pursuers, whether the archers were in real or feigned retreat. Being able to shoot at enemies while withdrawing was very irritating to the enemy, especially when pursuers were too slow to close the gap. Although the Parthians were an ancient people, their tactics were adopted by later civilizations that employed horse archers and their name remained attached to the maneuver. The phrase "parthian shot" has come to mean any comment made while exiting a discussion.*

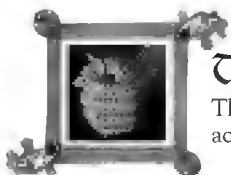




## Theocracy

Theocracy (at the Monastery). When a group of Monks (or Missionaries) converts an enemy unit, only one Monk loses its faith and must rest before attempting another conversion. Greatly enhances the power of a group of Monks and reduces micro-management.

*Civilizations that were a theocracy, or nearly so, were governed by officials thought to be receiving divine guidance. When the people believed this to be true, the government could direct them to carry out almost any command. In such a society, the religious leaders and monks had great power. When in contact with civilizations of weaker religious beliefs, there could occur a rapid spread of conversion.*

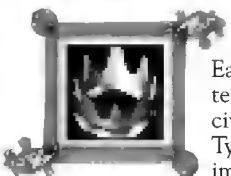


## Thumb Ring

Thumb Ring (at the Archery Range) increases the rate of fire and accuracy of archers.

*The typical archer of the Middle Ages drew the bowstring back to his chest to fire. English longbowmen had the ability to draw back to their cheek, increasing the power and distance of their shots. Archers from Asia developed a thumb ring that made it possible to draw back to their ear or beyond. When this improvement was added to their already very powerful composite bows, their weapons proved quite effective.*

## Unique technologies



Each civilization has a unique technology that no other civilization can research. Typically, the unique technology improves a civilization's unique unit or team bonus.



## (Aztecs) Garland Wars

Garland Wars (at the Castle) increases the attack of all infantry.

*When the normal competition between cities and states did not produce enough sacrificial victims for rituals, the Aztecs and their neighbors organized garland or flower wars for the purpose of increasing supply. The warriors of these societies went off to these wars with enthusiasm, knowing this was their opportunity to win glory and status.*

## (Britons) Yeomen

Yeomen (at the Castle) increases the range of archers and the attack of towers.

*The longbow developed in Wales became a favored British weapon under Edward I, who quickly understood how it could be effectively deployed. British longbowmen played havoc against French armies throughout the Hundred Year's War. British free men, called yeomen, were skilled and highly motivated by self-interest. The pay and loot from a successful campaign in France could set up a man in business for life.*

## (Byzantines) Logistica

Logistica (at the Castle) gives Cataphracts trample damage.

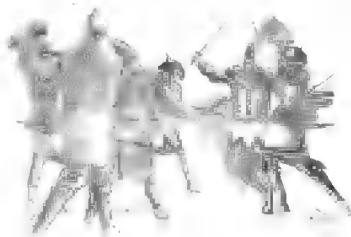
*The Byzantine civilization outlived its counterpart in Rome for more than one thousand years, mainly through the adroit employment of smaller elite armies against more lightly equipped or less highly trained enemies. Well-motivated troops, well-trained officers, strong military traditions, and sound military logistics combined to create armies with fighting power disproportionate to their size. The backbone of their armies were their cataphract cavalry who could engage enemies at a distance with archery or trample them down in a charge.*

## (Celts) Furor Celtica

Furor Celtica (at the Castle) increases the hit points of Siege Workshop units.

*The warriors of Celtic Britain gained a reputation as very emotional fighters, capable of wide swings in their morale. Furor Celtica, or Celtic Fury, was a state of highly charged aggressiveness that all enemy armies sought to escape. If the fury could be withstood, it might vanish suddenly and turn into panic.*

*If the Celtic leaders could manage and direct the fury of their soldiers, it was a daunting force multiplier.*



## (Chinese) Rocketry

Rocketry (at the Castle) increases the piercing attack of Chu Ko Nu and scorpions.

*The Chinese are credited generally with the invention of the explosive we call gunpowder today. They used it extensively to power rockets, both for entertainment and military use. Although they never developed an accurate design, rockets could be used with great effect against enemies with no experience against these alarming weapons. Rockets were noisy, smelly, and spewed fire while traveling at high velocity. They damaged anything they hit and did collateral damage if they carried an explosive charge.*

## (Franks) Bearded Axe

Bearded Axe (at the Castle) increases the range of Throwing Axemen.

*The bearded axe got its name from the extended length added to the bottom of the blade, making the blade far longer than its connection to the haft. This axe was a further development of the Francisca, the throwing axe*

*that gave the Franks their name. The bearded axe could be thrown or used hand-to-hand. Before the Franks discovered cavalry, they fought in massed formations. As they approached the enemy the front ranks threw axes. These disordered the enemy, caused some casualties, and stuck in shields, making them unwieldy. The Franks then closed quickly for hand-to-hand fighting with additional axes or swords.*

## (Goths) Anarchy

Anarchy (at the Castle, in the Castle Age) allows Huskarls to be created at the Barracks. (The Goths have two unique technologies; the other is Perfusion.)

*The Goth tribal system worked well for a society that seemed always on the move, fighting here and settling there, but never for long in either case. Their flexibility meant they could appear suddenly and without warning, and vanish just as quickly. Their armies were never the best equipped because they lacked any permanent industry, but no one felt safe if they were even rumored to be on the move.*

## (Goths) Perfusion

Perfusion (at the Castle, in the Imperial Age) increases the creation speed of Barracks units. (The Goths have two unique technologies; the other is Anarchy.)

*A migratory people like the Goths had the ability to put armies in the field quickly. Their whole civilization was in a sense an army in the field. The youth of the Goths learned the skills of a warrior at an early age. The entire male population could become fighters in hours. Rivals learned not to let the Goths get close, if possible, and not to antagonize them if they did approach.*

## (Huns) Atheism

Atheism (at the Castle) makes Relic and Wonder victories take longer for all players and reduces the cost of Spies technology.

*The paganism or outright lack of faith of the Huns offended the Romans who came to think of them as truly sub-human. The Huns, in turn, were unencumbered by the laws of structured religions. Laws of social and religious order were too restrictive for a civilization that was constantly on the move. The Huns put little faith in monuments and artifacts, therefore, focusing mainly on the here and now.*



## (Japanese) Kataparuto

Kataparuto (at the Castle) makes Trebuchets fire and pack/un-pack faster.

*For most of the period when the samurai traditions dominated Japanese life the conduct of the individual warrior was the focus of their culture. When more pragmatic men came to power, they put greater emphasis on the effective employment of large armies, often including men of low social rank. New technologies were embraced, most notably the firearm, but also better siege weapons to force enemies from strongholds. The last great battle of samurai was forced by a siege that made a stronghold indefensible.*

## (Koreans) Shinkichon

Shinkichon Rocketry (at the Castle) increases the range of Mangonels.

*Although the Chinese are credited with the invention of gunpowder, many believe it was the Korean kingdom of Koryo that first employed rocketry and perhaps gunpowder as some sort of weapon. The chroniclers of this period mention Koryo rockets and cannons as being very important to the success of their armies. The long existence of the Koryo and Choson kingdoms required a strong military because only the sea and the Amnok River stood between them and a host of potential enemies.*



## (Mayans) El Dorado

El Dorado (at the Castle) increases the hit points of Eagle Warriors.

*War is often most cruel and terrifying when markedly different cultures collide. The native populations of South and Central America were shaken by the appearance of Conquistadors wearing armor, wielding steel weapons, riding horses, employing war dogs, and using firearms. The blood sacrifices, rituals, and fanaticism of the Americans unsettled the Spanish, in turn. The Mayans proved very tough opponents when whipped into battle frenzy in defense of their hidden wealth.*

## (Mongols) Drill

Drill (at the Castle) increases the movement speed of Siege Workshop units.

*One of the secrets to the great success of the Mongols was their great discipline in battle. Where more civilized armies of the time had complex structures of hierarchy and traditions, the Mongols countered with endless hours of practice on the plains and hunting grounds. The speed at which Mongol armies could move and strike bewildered the more ponderous and heavily equipped armies they often fought.*

## (Persians) Mahouts

Mahouts (at the Castle) increases the speed of War Elephants.

*Using elephants in battle was always a challenge because the animals have poor vision but keen smell, they are relatively slow, and don't like being injured. The Persians developed special training for the beasts and their riders, called Mahouts, to improve their battle performance.*

## (Saracens) Zealotry

Zealotry (at the Castle) increases the hit points of camels and Mamelukes.

*Strengths of the great Muslim armies were their speed and their absolute faith in their destiny. Their strong religious beliefs calmed the natural fears of any warrior and gave them a sense of invincibility their enemies could rarely match. The effect was armies that accomplished deeds out of proportion with their size and equipment.*

## (Spanish) Supremacy

Supremacy (at the Castle) increases the combat skills of villagers, which makes them good front-line builders.

*The peasants of Spain lived especially hard lives in an era when life was not easy for anyone. The difference was that Spain was a battleground for much of the Middle Ages as the Christian kingdoms in the north strived to reconquer the peninsula from Saracens who had invaded in the 8th century. Spanish peasants were therefore also warriors part of the time. This was a fact that the French army under Napoleon would learn the hard way in the early 19th century.*

## (Teutons) Crenellations

Crenellations (at the Castle) increases the range of Castles and increases the attack of Castles, towers, and Town Centers by allowing garrisoned infantry to fire arrows as if they were villagers.

*The Teutons carried their crusade mainly into Eastern Europe while others groups vied for the Holy Land. The Teutons became especially adept at the art of building and using castles offensively to establish political control of the countryside. A few knights and soldiers in a dominating castle could control the countryside for miles.*

## (Turks) Artillery

Artillery (at the Castle) increases the range of Bombard Towers, Bombard Cannons, and Cannon Galleons.

*Early firearms and cannons were operated by professionals and mercenaries who worked for the high bidder. In the late Middle Ages, the high bidder was often the Turks who controlled important trade routes to the East. This gave the Turks important experience with these new weapons that they used with effect against Constantinople and other Christian citadels.*






## (Vikings) Berserkergang

Berserkergang (at the Castle) improves the regeneration rate of Berserks.

*The extreme fit or form of madness that seemed to overcome Viking Berserks was known as the Berserkergang. It was described as beginning with a chill, shivering, and chattering of teeth. Then the body temperature seemed to soar, swelling the face and turning it red. Now fully enraged, a man attaining this state would howl like a wild animal, go apparently mad (witnesses report the biting of a shield), and cut down everyone they met indiscriminately. When the rage had passed, the Berserk fell into a torpor or depression that may have lasted for days.*

# New Units & Technologies

# Appendix

| New Civilizations   | units |                  |                      |                           |              |               | technologies     |                |                        |               |                        |                   |                 |
|---|-------|------------------|----------------------|---------------------------|--------------|---------------|------------------|----------------|------------------------|---------------|------------------------|-------------------|-----------------|
|   | age   | Halberdier<br>IV | Eagle Warrior<br>III | Elite Eagle Warrior<br>IV | Hussar<br>IV | Petard<br>III | Bloodlines<br>II | Caravan<br>III | Herbal Medicine<br>III | Heresy<br>III | Parthian Tactics<br>IV | Thumb Ring<br>III | Theocracy<br>IV |
|  Aztecs    |       |                  | ⊕                    | ⊕                         |              | ⊕             |                  | ⊕              | ⊕                      | ⊕             |                        |                   | ⊕               |
| Britons   |       | ⊕                |                      |                           |              | ⊕             |                  | ⊕              | ⊕                      |               |                        |                   | ⊕               |
| Byzantines  |       | ⊕                |                      |                           | ⊕            | ⊕             |                  | ⊕              |                        | ⊕             |                        | ⊕                 | ⊕               |
| Celts   |       | ⊕                |                      |                           | ⊕            | ⊕             |                  | ⊕              | ⊕                      | ⊕             |                        |                   |                 |
| Chinese   |       | ⊕                |                      |                           |              | ⊕             | ⊕                | ⊕              | ⊕                      |               |                        | ⊕                 | ⊕               |
| Franks  |       |                  |                      |                           |              | ⊕             |                  | ⊕              | ⊕                      | ⊕             |                        |                   | ⊕               |
| Goths   |       | ⊕                |                      |                           | ⊕            | ⊕             | ⊕                | ⊕              | ⊕                      |               |                        |                   | ⊕               |
|  Huns      |       | ⊕                |                      |                           | ⊕            | ⊕             | ⊕                | ⊕              |                        | ⊕             | ⊕                      |                   |                 |
| Japanese  |       | ⊕                |                      |                           |              | ⊕             |                  | ⊕              | ⊕                      |               | ⊕                      | ⊕                 | ⊕               |
|  Koreans   |       | ⊕                |                      |                           | ⊕            | ⊕             |                  | ⊕              | ⊕                      |               |                        | ⊕                 | ⊕               |
|  Mayans   |       | ⊕                | ⊕                    | ⊕                         |              | ⊕             |                  | ⊕              | ⊕                      | ⊕             |                        | ⊕                 | ⊕               |
| Mongols   |       |                  |                      |                           | ⊕            | ⊕             | ⊕                | ⊕              | ⊕                      | ⊕             | ⊕                      |                   |                 |
| Persians  |       | ⊕                |                      |                           | ⊕            | ⊕             | ⊕                | ⊕              | ⊕                      |               | ⊕                      | ⊕                 | ⊕               |
| Saracens  |       |                  |                      |                           | ⊕            | ⊕             | ⊕                | ⊕              | ⊕                      | ⊕             | ⊕                      |                   | ⊕               |
|  Spanish |       | ⊕                |                      |                           | ⊕            | ⊕             | ⊕                | ⊕              | ⊕                      | ⊕             |                        | ⊕                 | ⊕               |
| Teutons   |       | ⊕                |                      |                           |              | ⊕             | ⊕                | ⊕              |                        | ⊕             |                        |                   | ⊕               |
| Turks   |       |                  |                      |                           | ⊕            | ⊕             | ⊕                | ⊕              |                        | ⊕             | ⊕                      | ⊕                 | ⊕               |
| Vikings   |       |                  |                      |                           |              | ⊕             |                  | ⊕              |                        | ⊕             |                        | ⊕                 |                 |

**Note:** Technology trees for all 18 civilizations are in the Tectree.pdf file in the Docs folder on The Conquerors Expansion CD. To install Adobe Acrobat Reader so you can view and print the trees, see the Readmex file.

# Civilization Attributes

\* Changed from Age of Kings



## Aztecs

**Unique unit:** Jaguar Warrior  
(anti-infantry infantry)

**Unique tech:** Garland Wars

(+4 infantry attack)

**Team Bonus:** Relics +33% gold

- ⊗ Start with Eagle Warrior, not Scout Cavalry
- ⊗ Villagers carry +5
- ⊗ All military units created 15% faster
- ⊗ Monks +5 HP for each Monastery technology



## Britons

**Unique unit:** Longbowman  
(archer)

**Unique tech:** Yeomen

(+1 foot archer range; +2 tower attack)

**Team Bonus:** Archery Ranges 20% faster

- ⊗ Town Centers cost -50% wood in Castle Age, Imperial Age\*
- ⊗ Foot archers +1 range Castle Age, +1 Imperial Age (for +2 total)
- ⊗ Shepherds work 25% faster



## Byzantines

**Unique unit:** Cataphract  
(anti-infantry cavalry)

**Unique tech:** Logistica

(Cataphracts cause trample damage)

**Team Bonus:** Monks +50% heal speed\*

- ⊗ Buildings +10% HPs Dark Age, +20% Feudal Age, +30% Castle Age, +40% Imperial Age
- ⊗ Camels, skirmishers, Pikemen, Halberdiers cost -25%
- ⊗ Fire ships +20% attack
- ⊗ Advance to Imperial Age costs -33%



## Celts

**Unique unit:** Woad Raider  
(fast infantry)

**Unique tech:** Furor Celtica

(+50% HP Siege Workshop units)

**Team Bonus:** Siege Workshops 20% faster

- ⊗ Infantry move 15% faster
- ⊗ Lumberjacks work 15% faster
- ⊗ Siege weapons fire 20% faster
- ⊗ Sheep not converted if in 1 Celt unit's LOS



## Chinese

**Unique unit:** Chu Ko Nu  
(fast-firing crossbowman)

**Unique tech:** Rocketry

(+2 Chu Ko Nu pierce attack, +4 scorpions)

**Team Bonus:** Farms +45 food

- ⊗ Start +3 villagers but -150 food, -50 wood\*
- ⊗ Technologies cost -10% Feudal Age, -15% Castle Age, -20% Imperial Age
- ⊗ Town Centers support 10 population
- ⊗ Demolition ships +50% HPs



## Franks

**Unique unit:** Throwing Axeman  
(ranged infantry)

**Unique tech:** Bearded Axe

(+1 Throwing Axemen range)

**Team Bonus:** knights +2 LOS

- ⊗ Castles cost -25%
- ⊗ Knights +20% HPs
- ⊗ Farm upgrades free (require Mill)





## Goths

**Unique unit:** Huskarl  
(anti-archer infantry)

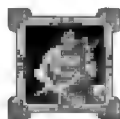
**Unique techs:** Anarchy

(Create Huskarls at Barracks);

**Perfusion** (Barracks units created 50% faster)

**Team Bonus:** Barracks 20% faster

- ⊗ Infantry cost -10% Feudal Age, -15% Castle Age, -25% Imperial Age
- ⊗ Infantry +1 attack vs. buildings
- ⊗ Villagers +5 attack vs. wild boar; Hunters carry +15 meat\*
- ⊗ +10 population Imperial Age



## Huns

**Unique unit:** Tarkan  
(anti-building cavalry)

**Unique tech:** Atheism

(+100 years Wonder/Relic victory time; -50% Spies/Treason cost)

**Team Bonus:** Stable 20% faster

- ⊗ Don't need Houses but start -100 wood
- ⊗ Cavalry Archers cost -25% Castle Age, -30% Imperial Age
- ⊗ Trebuchets +30% accuracy



## Japanese

**Unique unit:** Samurai  
(anti-unique unit infantry)

**Unique tech:** Kataparuto

(Trebuchets fire, pack/unpack faster)

**Team Bonus:** galleys +50% LOS

- ⊗ Fishing Ships 2X HPs; +2P armor; work rate +5% Dark Age, +10% Feudal Age, +15% Castle Age, +20% Imperial Age
- ⊗ Mill, Lumber Camp, Mining Camp cost -50%
- ⊗ Infantry attack 10% faster Feudal Age, 15% Castle Age, 25% Imperial Age



## Koreans

**Unique units:** War Wagon  
(cavalry archer); Turtle Ship  
(armored war ship)

**Unique tech:** Shinkichon  
(+2 range Mangonels, onagers)

**Team Bonus:** Mangonels, onagers +1 range

- ⊗ Villagers +2 LOS
- ⊗ Stone miners work 20% faster
- ⊗ Tower upgrades free (Bombard Tower requires Chemistry)
- ⊗ Towers range +1 Castle Age, +1 Imperial Age (for +2 total)



## Mayans

**Unique unit:** Plumed Archer  
(strong archer)

**Unique tech:** El Dorado

(+40 Eagle Warrior HP)

**Team Bonus:** Walls cost -50%

- ⊗ Start with +1 villager, Eagle Warrior (not Scout Cavalry), -50 food
- ⊗ Resources last 20% longer
- ⊗ Archery Range units cost -10% Feudal Age, -20% Castle Age, -30% Imperial Age



## Mongols

**Unique unit:** Mangudai  
(anti-siege cavalry archer)

**Unique tech:** Drill

(Siege Workshop units move 50% faster)

**Team Bonus:** Scout Cavalry, Light Cavalry, Hussar +2 LOS

- ⊗ Cavalry archers fire 20% faster
- ⊗ Light Cavalry, Hussar +30% HPs
- ⊗ Hunters work 50% faster



## Persians

**Unique unit:** War Elephant  
(cavalry)

**Unique tech:** Mahouts

(+30% War Elephant speed)

**Team Bonus:** knights +2 attack vs. archers

- ⊗ Start +50 wood, food
- ⊗ Town Center, Dock 2X HPs; work rate +10% Feudal Age, +15% Castle Age, +20% Imperial Age



## Teutons

**Unique unit:** Teutonic Knight  
(slow infantry)

**Unique tech:** Crenellations

(+3 Castle range; garrisoned infantry fire arrows)

**Team Bonus:** units more resistant to conversion

- ⊗ Monks heal from 2X as far
- ⊗ Towers garrison 2X units, fire 2X normal garrison arrows
- ⊗ Murder Holes free
- ⊗ Farms cost -33%
- ⊗ Town Center +2 attack/+5 LOS\*



## Saracens

**Unique unit:** Mameluke  
(ranged camel)

**Unique tech:** Zealotry

(+30 camel, Mameluke HP)

**Team Bonus:** foot archers +1 attack  
vs. buildings

- ⊗ Market trade cost only 5%
- ⊗ Transport Ships 2X HPs, 2X carry capacity
- ⊗ Galleys attack 20% faster
- ⊗ Cavalry archers +3 attack vs. buildings



## Turks

**Unique unit:** Janissary  
(hand cannoner)

**Unique tech:** Artillery

(+2 range Bombard Towers, Bombard Cannons, Cannon Galleons)

**Team Bonus:** gunpowder units train 20% faster

- ⊗ Gunpowder units +25% HPs, researching gunpowder technologies costs -50%\*
- ⊗ Gold miners work 15% faster
- ⊗ Chemistry free
- ⊗ Light Cavalry, Hussar upgrade free



## Spanish

**Unique units:** Conquistador  
(mounted hand cannoner);

**Missionary** (mounted Monk)

**Unique tech:** Supremacy

(Villager combat skills increased)

**Team Bonus:** Trade Cart, Trade Cog  
return +33% gold

- ⊗ Builders work 30% faster (except on Wonders)
- ⊗ Blacksmith upgrades don't cost gold
- ⊗ Cannon Galleons benefit from Ballistics (fire faster, more accurately)



## Vikings

**Unique units:** Berserk  
(regenerating infantry);

**Longboat** (war ship)

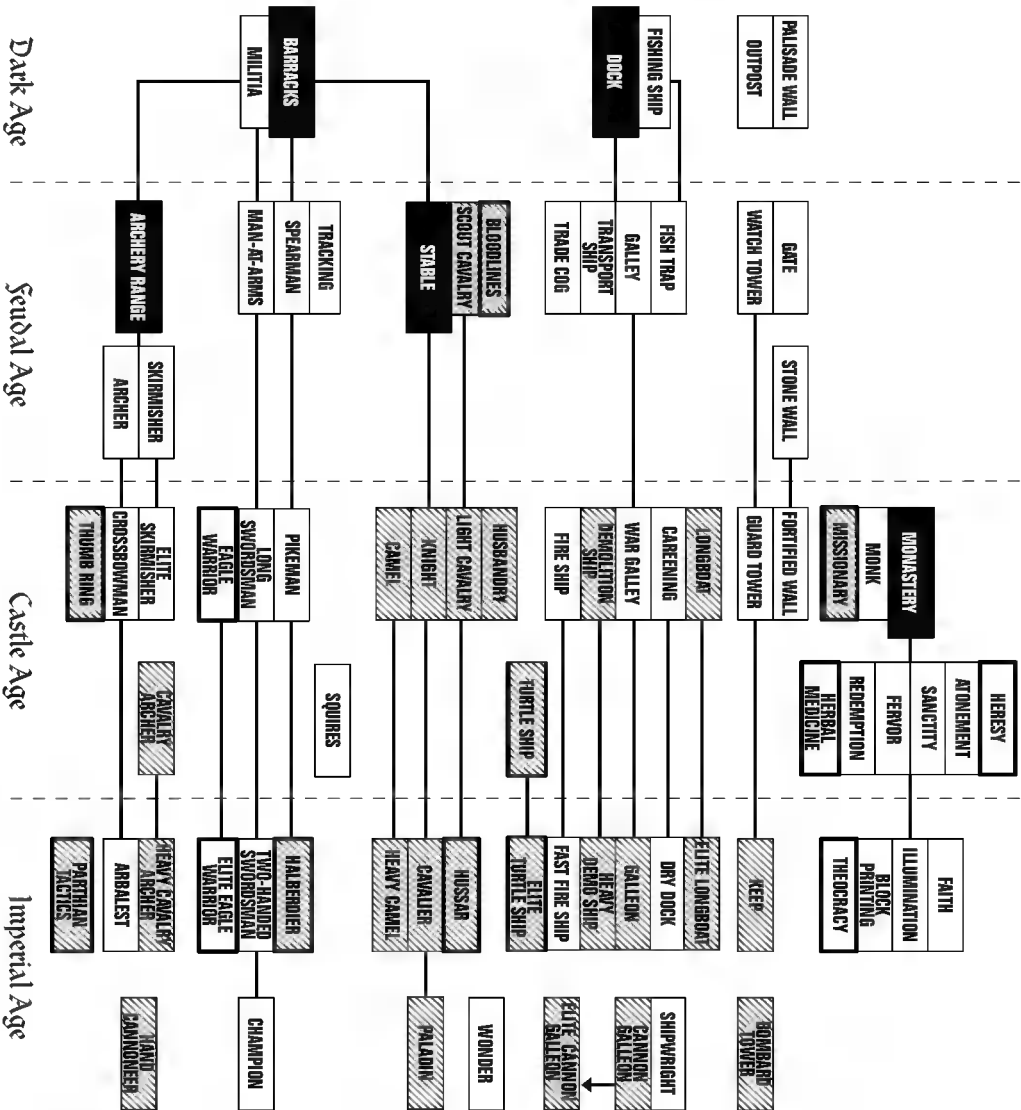
**Unique tech:** Berserkerang

(Berserks regenerate faster)

**Team Bonus:** Docks cost -25%\*

- ⊗ Warships cost -20%
- ⊗ Infantry +10% HPs Feudal Age, +15% Castle Age, +20% Imperial Age
- ⊗ Wheelbarrow, Hand Cart free

Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.

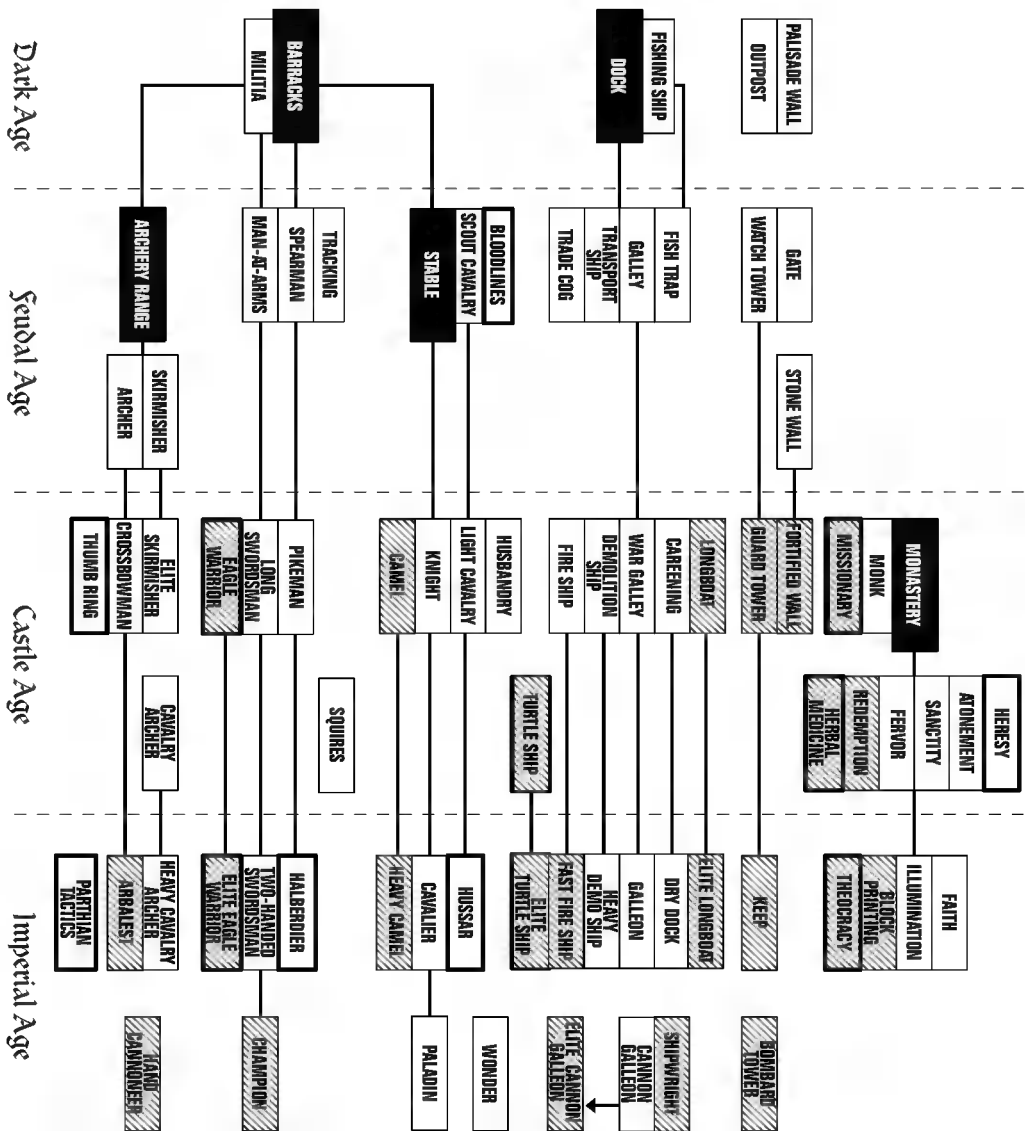


**Unique unit:** Jaguar Warrior  
(anti-infantry infantry)  
**Unique technology:** Garland Wars  
(+4 infantry attack)



- Start with Eagle Warrior, not Scout Cavalry
- Villagers carry +5
- All military units created 15% faster
- Monks +5 HP for each Monastery technology

Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.

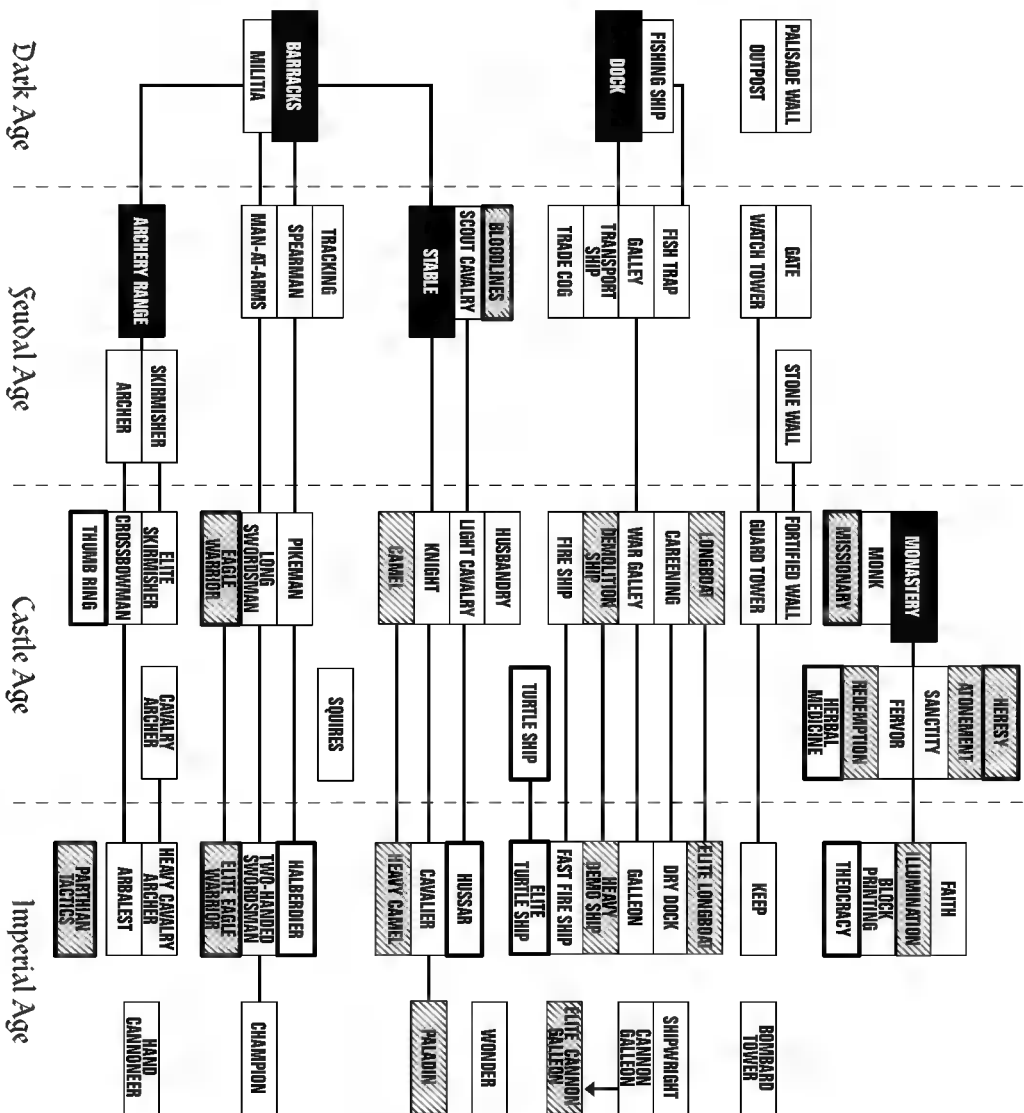


**Unique unit:** Tarkan  
(anti-building cavalry)  
**Unique technology:** Artheism  
(+100 years Wonder/Relic victory time;  
-50% Spies/Treason cost)



- Don't need Houses but start -100 wood
- ⊕ Cavalry Archers cost -25% Castle Age, -30% Imperial Age
- Trebuchets +30% accuracy

Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.



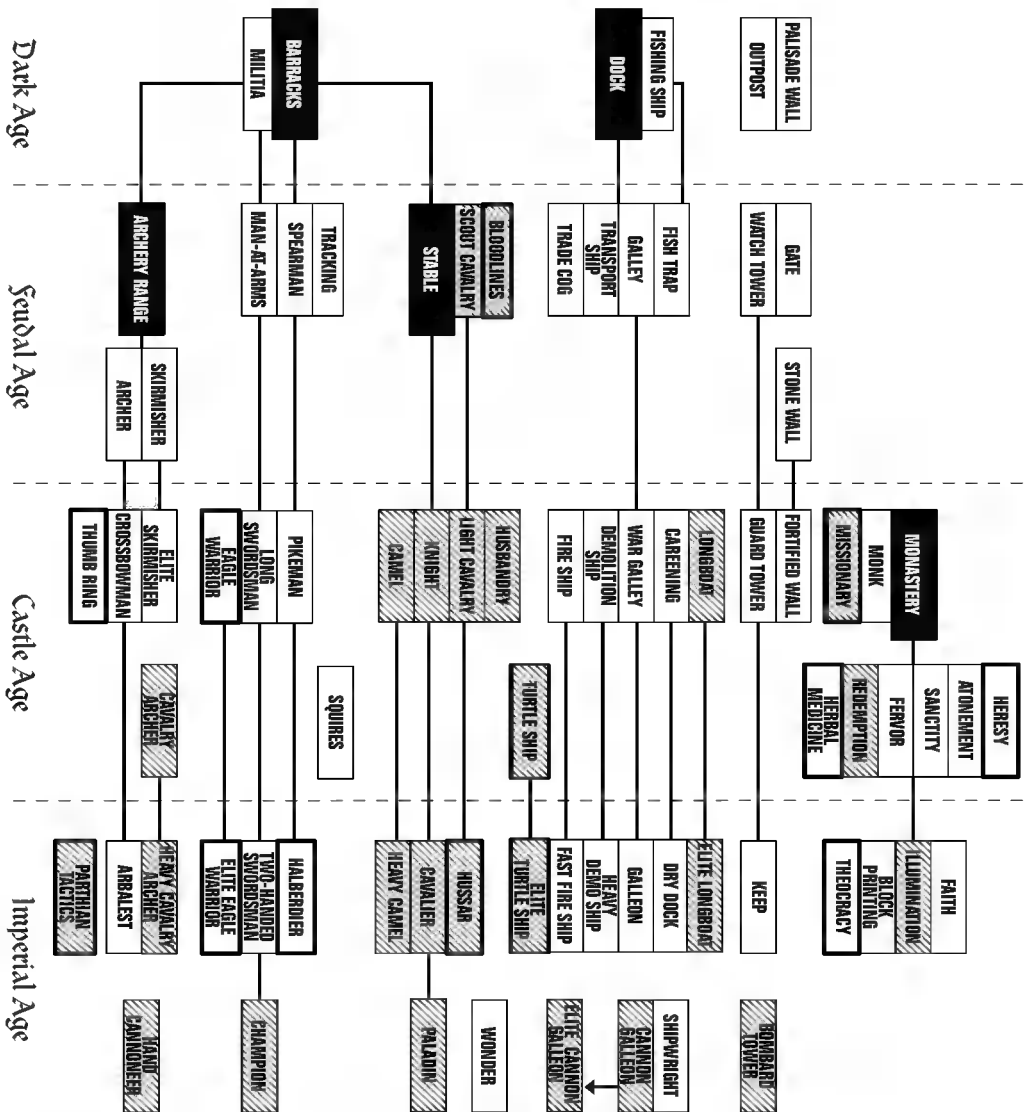


**Unique units:** War Wagon (cavalry archer); Turtle Ship (armored war ship)  
**Unique technology:** Shinkichon (+2 range Mangonels, onagers)



- ⊕ Villagers +2 LOS
- ⊕ Stone miners work 20% faster
- ⊕ Tower upgrades free (Bombard Tower req's Chemistry)
- ⊕ Towers range +1 Castle Age, +1 Imperial Age (for +2 total)

Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.

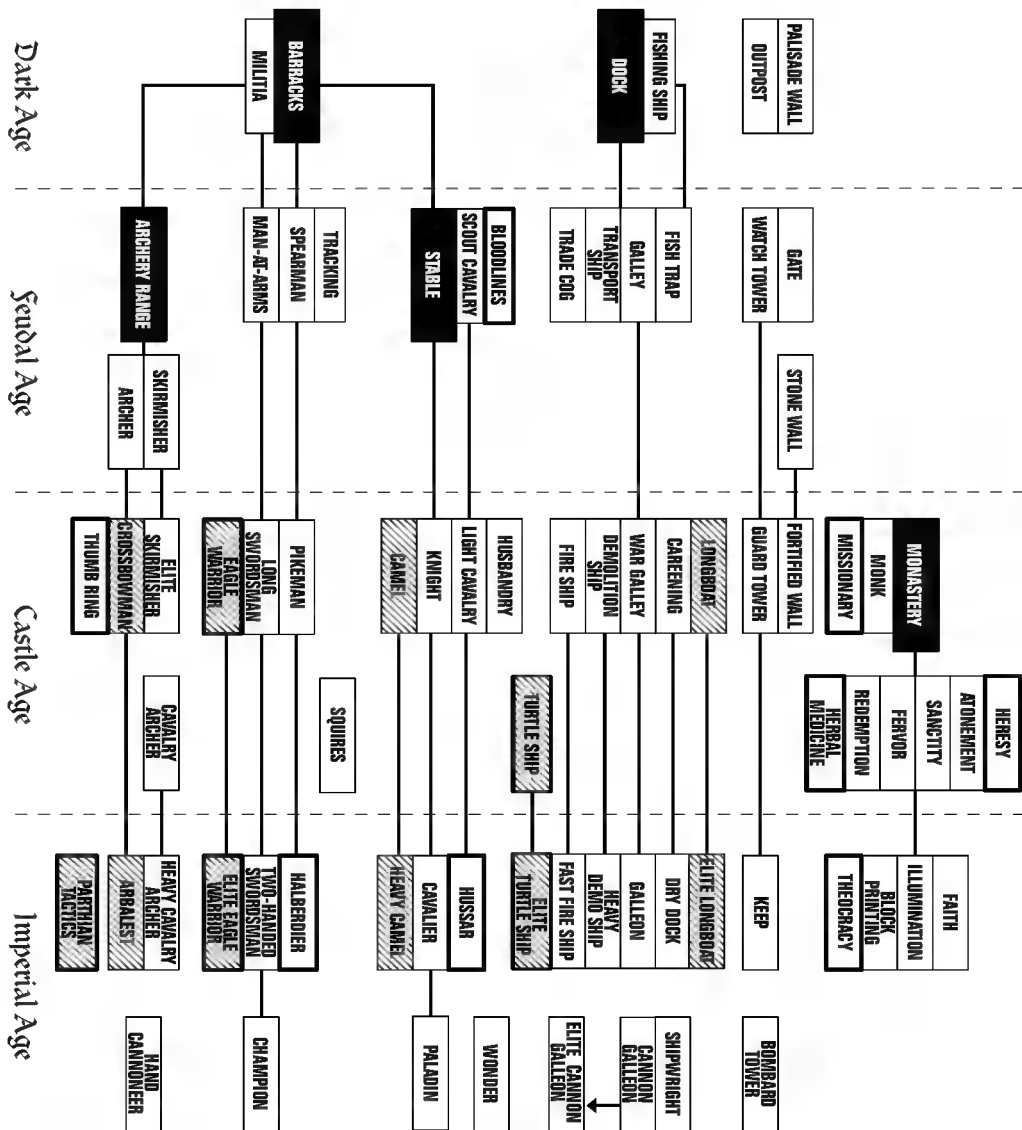


**Unique unit:** Plumed Archer  
(strong archer)  
**Unique technology:** El Dorado  
(+40 Eagle Warrior HP)



- Start with +1 villager, Eagle Warrior (not Scout Cavalry), -50 food
- Resources last 20% longer
- Archery Range units cost -10% Feudal Age, -20% Castle Age, -30% Imperial Age

Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.



**Unique units:** Conquistador  
(mounted hand cannoner),  
Missionary (mounted Monk)  
**Unique technology:** Supremacy  
(Villager combat skills increased)



- Builders work 30% faster (except on Wonders)
- Blacksmith upgrades don't cost gold
- Cannon Galleons benefit from Ballistics (fire faster, more accurately)

## Unit Upgrade Costs

**Note:** Costs are base values and do not reflect civilization bonuses.

| INFANTRY              | UPGRADE COST |
|-----------------------|--------------|
| Man-at-Arms           | 100F, 40G    |
| Long Swordsman        | 200F, 65G    |
| Two-Handed Swordsman  | 300F, 100G   |
| Champion              | 750F, 350G   |
| Pikeman               | 215F, 90G    |
| Halberdier            | 300F, 600G   |
| Elite Eagle Warrior   | 800F, 500G   |
| Elite Berserk         | 1300F, 550G  |
| Elite Samurai         | 950F, 875G   |
| Elite Teutonic Knight | 1200F, 600G  |
| Elite Throwing Axeman | 1000F, 850G  |
| Elite Woad Raider     | 1000F, 800G  |
| Elite Huskarl         | 1200F, 550G  |
| Elite Jaguar Warrior  | 1000F, 500G  |
| ARCHERS               |              |
| Crossbowman           | 125F, 75G    |
| Arbalest              | 350F, 300G   |
| Elite Skirmisher      | 250W, 160G   |
| Heavy Cavalry Archer  | 900F, 500G   |
| Elite Chu Ko Nu       | 950F, 950G   |
| Elite Janissary       | 850F, 750G   |
| Elite Longbowman      | 850F, 850G   |
| Elite Mangudai        | 1100F, 675G  |
| Elite Plumed Archer   | 500F, 1000W  |
| Elite War Wagon       | 1000W, 800G  |

Cost: F=food, W=wood, S=stone, G=gold

| CAVALRY               |  | UNIT/KANE COST |
|-----------------------|--|----------------|
| Light Cavalry         |  | 150F, 50G      |
| Hussar                |  | 500F, 600G     |
| Cavalier              |  | 300F, 300G     |
| Paladin               |  | 1300F, 750G    |
| Heavy Camel           |  | 325F, 360G     |
| Elite Cataphract      |  | 1600F, 800G    |
| Elite War Elephant    |  | 1600F, 1200G   |
| Elite Mameluke        |  | 600F, 500G     |
| Elite Conquistador    |  | 1200F, 600G    |
| Elite Tarkan          |  | 1000F, 500G    |
| SIEGE                 |  |                |
| Heavy Scorpion        |  | 1000F, 1100W   |
| Capped Ram            |  | 300F, 250G     |
| Siege Ram             |  | 1000F, 800G    |
| Onager                |  | 800F, 500G     |
| Siege Onager          |  | 1450F, 1000G   |
| SHIPS                 |  |                |
| War Galley            |  | 230F, 100G     |
| Galleon               |  | 400F, 315W     |
| Fast Fire Ship        |  | 280W, 250G     |
| Heavy Demolition Ship |  | 200W, 300G     |
| Cannon Galleon        |  | 400F, 500W     |
| Elite Cannon Galleon  |  | 525W, 500G     |
| Elite Longboat        |  | 750F, 475G     |
| Elite Turtle Ship     |  | 1000F, 800G    |
| WALLS & TOWERS        |  |                |
| Fortified Wall        |  | 200F, 100S     |
| Guard Tower           |  | 100F, 250S     |
| Keep                  |  | 500F, 350S     |
| Bombard Tower         |  | 800F, 400S     |

# Unit Attributes

\* New/changed from Age of Kings

Note: Numbers are base values and do not reflect civilization bonuses.

| MEADRY            | Cost     | HP  | MP | Attack | Armor | Range | Speed | Special  |
|-------------------|----------|-----|----|--------|-------|-------|-------|--|
| Militia           | 60F, 20G | 40  | 4  | *0/1   | 0     | S     |       |  |
| Man-at-Arms       | 60F, 20G | 45  | 6  | *0/1   | 0     | S     |       | Attack bonus vs. buildings                     |
| Long Swordsman    | 60F, 20G | 55  | 9  | *0/1   | 0     | S     |       | Attack bonus vs. buildings                     |
| 2H Swordsman      | 60F, 20G | 60  | 11 | *0/1   | 0     | S     |       | Attack bonus vs. buildings                     |
| Champion          | 60F, 20G | 70  | 13 | *1/1   | 0     | S     |       | Attack bonus vs. buildings                     |
| Spearman          | 35F, 25W | 45  | 3  | 0/0    | 0     | M     |       | Attack bonus vs. cavalry, War Elephants        |
| Pikeman           | 35F, 25W | 55  | 4  | *0/0   | 0     | M     |       | Attack bonus vs. cavalry, War Elephants        |
| *Halberdier       | 35F, 25W | 60  | 6  | 0/0    | 0     | M     |       | Attack bonus vs. cavalry, War Elephants        |
| *Eagle Warrior    | 20F, 50G | 50  | 7  | 0/2    | 0     | F     |       | Attack bonus vs. Monks, siege weapons          |
| *E Eagle Warrior  | 20F, 50G | 60  | 9  | 0/4    | 0     | F     |       | Attack bonus vs. Monks, siege weapons          |
| Berserk           | 65F, 25G | 48  | 9  | *0/1   | 0     | S     |       | Attack bonus vs. buildings; heals over time    |
| Elite Berserk     | 65F, 25G | 60  | 14 | *2/1   | 0     | S     |       | Attack bonus vs. buildings; heals over time    |
| Samurai           | 60F, 30G | 60  | 8  | *1/1   | 0     | S     |       | Attack bonus vs. other unique units, buildings |
| Elite Samurai     | 60F, 30G | 80  | 12 | *1/1   | 0     | S     |       | Attack bonus vs. other unique units, buildings |
| Teutonic Knight   | 85F, 40G | 70  | 12 | 5/2    | 0     | S     |       | Attack bonus vs. buildings                     |
| E Teutonic Knight | 85F, 40G | 100 | 17 | 10/2   | 0     | S     |       | Attack bonus vs. buildings                     |
| Throwing Axeman   | 55F, 25G | 50  | 7  | 0/0    | 3     | S     |       | Attack bonus vs. buildings; ranged attack      |
| E Throwing Axeman | 55F, 25G | 60  | 8  | 1/0    | 4     | S     |       | Attack bonus vs. buildings; ranged attack      |
| Woad Raider       | 65F, 25G | 65  | 8  | *0/1   | 0     | M     |       | Attack bonus vs. buildings                     |
| Elite Woad Raider | 65F, 25G | 80  | 13 | *0/1   | 0     | M     |       | Attack bonus vs. buildings                     |
| Huskarl           | 80F, 40G | 60  | 10 | *0/6   | 0     | M     |       | Attack bonus vs. buildings, archers            |
| Elite Huskarl     | 80F, 40G | 70  | 12 | *0/8   | 0     | M     |       | Attack bonus vs. buildings, archers            |
| *Jaguar Warrior   | 60F, 30G | 50  | 10 | 1/0    | 0     | M     |       | Attack bonus vs. other infantry                |
| *E Jaguar Warrior | 60F, 30G | 75  | 12 | 2/0    | 0     | M     |       | Attack bonus vs. other infantry                |
| ARCHERS           |          |     |    |        |       |       |       |  |
| Archer            | 25W, 45G | 30  | 4  | 0/0    | 4     | M     |       |  |
| Crossbowman       | 25W, 45G | 35  | 5  | 0/0    | 5     | M     |       |  |
| Arbalest          | 25W, 45G | 40  | 6  | 0/0    | 5     | M     |       |  |
| Skirmisher        | 25F, 35W | 30  | 2  | 0/3    | 4     | M     |       | Attack bonus vs. archers                       |
| Elite Skirmisher  | 25F, 35W | 35  | 3  | 0/4    | 5     | M     |       | Attack bonus vs. archers                       |
| Cavalry Archer    | 40W, 70G | 50  | 6  | 0/0    | 3     | F     |       |  |
| Hvy Cav Archer    | 40W, 70G | 60  | 7  | 1/0    | 4     | F     |       |  |
| Hand Cannoneer    | 45F, 50G | 35  | 17 | 1/0    | 7     | M     |       | Attack bonus vs. infantry; req's Chemistry     |
| Chu Ko Nu         | 40W, 35G | 45  | 8  | 0/0    | 4     | M     |       | Multiple fires between reloads                 |
| Elite Chu Ko Nu   | 40W, 35G | 50  | 8  | 0/0    | 4     | M     |       | Multiple fires between reloads                 |



Speed: S=slow, M=medium, F=fast, Cost: F=food, W=wood, S=stone, G=gold

## MARKETS CONT'D

|                  | Cost     | Hit | Dis | Attack | Armor | Range | Speed | Spec                           | 1 |
|------------------|----------|-----|-----|--------|-------|-------|-------|--------------------------------|---|
| Janissary        | 60F, 55G | 35  | *17 | 1/0    | 8     | M     |       |                                |   |
| Elite Janissary  | 60F, 55G | 40  | *22 | 2/0    | 8     | M     |       |                                |   |
| Longbowman       | 35W, 40G | 35  | 6   | 0/0    | 5     | M     |       |                                |   |
| Elite Longbowman | 35W, 40G | 40  | 7   | 0/1    | 6     | M     |       |                                |   |
| Mangudai         | 55W, 65G | 60  | 6   | 0/0    | 4     | F     |       | Attack bonus vs. siege weapons |   |
| Elite Mangudai   | 55W, 65G | 60  | 8   | 1/0    | 4     | F     |       | Attack bonus vs. siege weapons |   |
| *Plumed Archer   | 46W, 46G | 50  | 5   | 0/1    | 4     | F     |       |                                |   |
| *E Plumed Archer | 46W, 46G | 65  | 5   | 0/2    | 5     | F     |       |                                |   |
| *War Wagon       | 80W, 60G | 150 | 9   | 0/3    | 5     | F     |       |                                |   |
| *Elite War Wagon | 80W, 60G | 200 | 9   | 0/4    | 6     | F     |       |                                |   |

## OTHER UNITS

|             |           |    |   |     |   |   |  |  |  |
|-------------|-----------|----|---|-----|---|---|--|--|--|
| Villager    | 50F       | 25 | 3 | 0/0 | 0 | S |  | Builds, repairs buildings; gathers resources; adds attack to buildings when garrisoned |  |
| Monk        | 100G      | 30 | 0 | 0/0 | 9 | S |  | Converts units; heals at range   |  |
| *Missionary | 100G      | 30 | 0 | 0/0 | 7 | F |  | Converts units; heals at range   |  |
| Trade Cart  | 100W, 50G | 70 | 0 | 0/0 | 0 | M |  | Trades with other Markets  |  |

## CAVALRY

|                     |           |     |    |     |   |   |  |  |  |
|---------------------|-----------|-----|----|-----|---|---|--|--|--|
| Scout Cavalry       | 80F       | 45  | 3  | 0/2 | 0 | M |  | Attack bonus vs. Monks; resists conversion |  |
| Light Cavalry       | 80F       | 60  | 7  | 0/2 | 0 | F |  | Attack bonus vs. Monks; resists conversion |  |
| *Hussar             | 80F       | 75  | 7  | 0/2 | 0 | F |  | Attack bonus vs. Monks; resists conversion |  |
| Knight              | 60F, 75G  | 100 | 10 | 2/2 | 0 | F |  |  |  |
| Cavalier            | 60F, 75G  | 120 | 12 | 2/2 | 0 | F |  |  |  |
| Paladin             | 60F, 75G  | 160 | 14 | 2/3 | 0 | F |  |  |  |
| Camel               | 55F, 60G  | 100 | 5  | 0/0 | 0 | F |  | Attack bonus vs. cavalry                   |  |
| Heavy Camel         | 55F, 60G  | 120 | 7  | 0/0 | 0 | F |  | Attack bonus vs. cavalry                   |  |
| Cataphract          | 70F, 75G  | 110 | 9  | 2/1 | 0 | F |  | Attack bonus vs. infantry                  |  |
| Elite Cataphract    | 70F, 75G  | 150 | 12 | 2/1 | 0 | F |  | Attack bonus vs. infantry                  |  |
| War Elephant        | 200F, 75G | 450 | 15 | 1/2 | 0 | S |  | Attack bonus vs. buildings                 |  |
| Elite War Elephant  | 200F, 75G | 600 | 20 | 1/3 | 0 | S |  | Attack bonus vs. buildings                 |  |
| Mameluke            | 55F, 85G  | 65  | 7  | 0/0 | 3 | F |  | Attack bonus vs. cavalry                   |  |
| Elite Mameluke      | 55F, 85G  | 80  | 10 | 1/0 | 3 | F |  | Attack bonus vs. cavalry                   |  |
| *Conquistador       | 60F, 70G  | 55  | 16 | 2/2 | 6 | F |  |  |  |
| *Elite Conquistador | 60F, 70G  | 70  | 18 | 2/2 | 6 | F |  |  |  |
| *Tarkan             | 60F, 60G  | 90  | 7  | 1/2 | 0 | F |  | Attack bonus vs. buildings                 |  |
| *Elite Tarkan       | 60F, 60G  | 150 | 11 | 1/3 | 0 | F |  | Attack bonus vs. buildings                 |  |

# Unit Attributes (cont'd)

| Unit                 | Cost       | HP  | Def | Attack | Armor | Range | Type | Special   |
|----------------------|------------|-----|-----|--------|-------|-------|------|---|
| Scorpion             | 75W, 75G   | 40  | 12  | 0/6    | *7    | S     |      | Bolts damage all they touch                                       |
| Heavy Scorpion       | 75W, 75G   | 50  | 16  | 0/7    | 7     | S     |      | Bolts damage all they touch                                       |
| Bombard Cannon       | 225W, 225G | *80 | 40  | 2/5    | 12    | S     |      | Requires Chemistry; min. range; attack bonus vs. buildings, ships |
| Battering Ram        | 160W, 75G  | 175 | 2   | 0/180  | 0     | S     |      | Attack bonus vs. buildings  |
| Capped Ram           | 160W, 75G  | 200 | 3   | 0/190  | 0     | S     |      | Attack bonus vs. buildings  |
| Siege Ram            | 160W, 75G  | 270 | 4   | 0/195  | 0     | S     |      | Attack bonus vs. buildings  |
| Mangonel             | 160W, 135G | 50  | 40  | 0/6    | 7     | S     |      | Area of effect damage   |
| Onager               | 160W, 135G | 60  | 50  | 0/7    | 8     | S     |      | Area of effect damage   |
| Siege Onager         | 160W, 135G | 70  | 75  | 0/8    | 8     | S     |      | Area of effect damage   |
| Trebuchet (packed)   | 200W, 200G | 150 | 0   | 2/8    | 0     | S     |      |   |
| Trebuchet (unpacked) | 200W, 200G | 150 | 200 | 1/150  | 16    | S     |      | Attack bonus vs. buildings, ships                                 |
| *Petard              | 80F, 20G   | 50  | 25  | 0/2    | 0     | M     |      | Explodes; attack bonus vs. buildings                              |
| <b>Ships</b>         |            |     |     |        |       |       |      |   |
| Fishing Ship         | 75W        | 60  | 0   | 0/4    | 0     | M     |      | Harvests fish; builds Fish Traps                                  |
| Trade Cog            | 100W, 50G  | 80  | 0   | 0/6    | 0     | F     |      | Trades with other Docks   |
| Transport Ship       | 125W       | 100 | 0   | 4/8    | 0     | F     |      | Carries land units  |
| Galley               | 90W, 30G   | 120 | 6   | 0/6    | 5     | F     |      |   |
| War Galley           | 90W, 30G   | 135 | 7   | 0/6    | 6     | F     |      |   |
| Galleon              | 90W, 30G   | 165 | 8   | 0/8    | 7     | F     |      |   |
| Fire Ship            | 75W, 45G   | 100 | 2   | 0/6    | 2     | F     |      |   |
| Fast Fire Ship       | 75W, 45G   | 120 | 3   | 0/8    | 2     | F     |      |   |
| Demolition Ship      | 70W, 50G   | 50  | 110 | 0/3    | 0     | F     |      | Explodes, damaging everything nearby; attack bonus vs. buildings  |
| Heavy Demo Ship      | 70W, 50G   | 60  | 140 | 0/5    | 0     | F     |      | Explodes, damaging everything nearby                              |
| Cannon Galleon       | 200W, 150G | 120 | 35  | 0/6    | 13    | M     |      | Requires Chemistry; min. range; attack bonus vs. buildings        |
| E Cannon Galleon     | 200W, 150G | 150 | 45  | 0/8    | 15    | M     |      | Min. range; attack bonus vs. buildings                            |
| Longboat             | 100W, 50G  | 130 | 7   | 0/6    | 6     | F     |      | Fire multiple arrows  |
| Elite Longboat       | 100W, 50G  | 160 | 8   | 0/8    | 7     | F     |      | Fire multiple arrows  |
| *Turtle Ship         | 200W, 200G | 200 | 50  | 6/5    | 6     | M     |      |   |
| *Elite Turtle Ship   | 200W, 200G | 300 | 50  | 8/6    | 6     | M     |      |   |

# Technology Costs & Benefits

\* New from Age of Kings

## BUILDING TECHNOLOGIES

|                 |     |            |                              |
|-----------------|-----|------------|------------------------------|
| Town Watch      | II  | 75F        | +4 building LOS              |
| Town Patrol     | III | 300F, 200G | +4 building LOS              |
| Masonry         | III | 175W, 150S | Increases building HPs/armor |
| Architecture    | IV  | 200W, 300S | Increases building HPs/armor |
| Treadmill Crane | III | 200W, 300S | +20% villager build speed    |
| Hoardings       | IV  | 400W, 400S | +1000 Castle HPs             |

## ECONOMY & TRADE TECHNOLOGIES

|                    |     |                               |   |
|--------------------|-----|-------------------------------|---|
| Loom               | I   | 50G                           | +15 villager HPs; +1/+1P armor                                      |
| Wheelbarrow        | II  | 175F, 50W                     | +10% villager speed; +25% villager capacity                         |
| Hand Cart          | III | 300F, 200W                    | +10% villager speed; +50% villager capacity                         |
| Gold Mining        | II  | 100F, 75W                     | +15% gold-mining speed  |
| Gold Shaft Mining  | III | 200F, 150W                    | +15% gold-mining speed  |
| Stone Mining       | II  | 100F, 75W                     | +15% stone-mining speed   |
| Stone Shaft Mining | III | 200F, 150W                    | +15% stone-mining speed   |
| Double-Bit Axe     | II  | 100F, 50W                     | +20% wood-chopping speed  |
| Bow Saw            | III | 150F, 100W                    | +20% wood-chopping speed  |
| Two-Man Saw        | IV  | 300F, 200W                    | +10% wood-chopping speed  |
| Horse Collar       | II  | 75F, 75W                      | Farm +75 food   |
| Heavy Plow         | III | 125F, 125W                    | Farm +125 food; +1 villager food capacity                           |
| Crop Rotation      | IV  | 250F, 250W                    | Farm +175 food  |
| Coinage            | II  | 150F, 50G                     | Decreases tribute fee to 20%  |
| Banking            | III | 200F, 100G                    | No tribute fee  |
| Guilds             | IV  | 300F, 200G                    | Decreases trading fee to 15%  |
| *Caravan           | III | 200F, 200G                    | Trade Carts, Trade Cogs gather gold faster.                         |
| Cartography        | II  | 100F, 100G                    | See ally LOS and exploration  |
| Conscription       | IV  | 150F, 150G                    | +33% unit creation speed at Barracks, Stable, Archery Range, Castle |
| Spies/Treason      | IV  | 200G/enemy villager; 400G/use | See enemy LOS and exploration/see enemy Kings' locations            |
| Sappers            | IV  | 400F, 200G                    | Villagers +15 attack vs. buildings                                  |

# Technology Costs & Benefits (cont'd)

## MONK TECHNOLOGIES

|                  |     |             |  |
|------------------|-----|-------------|--|
| Fervor           | III | 140G        | +15% Monk speed  |
| Sanctity         | III | 120G        | +50% Monk HPs  |
| Redemption       | III | 475G        | Convert buildings (except walls, Gates, Town Centers, Monasteries, Castles, Farms, Fish Traps, Wonders), all siege units |
| Atonement        | III | 325G        | Convert other Monks  |
| *Heresy          | III | 1000G       | Converted units die instead of becoming enemy  |
| *Herbal Medicine | III | 350G        | Garrisoned units heal 4X faster  |
| Illumination     | IV  | 120G        | +50% Monk rejuvenation speed   |
| Faith            | IV  | 750F, 1000G | +50% conversion resistance   |
| Block Printing   | IV  | 200G        | +3 conversion range  |
| *Theocracy       | IV  | 400F, 800G  | Only one Monk in a group must rest after a conversion  |

## INFANTRY TECHNOLOGIES

|                  |     |            |                            |
|------------------|-----|------------|----------------------------|
| Tracking         | II  | 75F        | +2 infantry LOS            |
| Squires          | III | 200F       | +10% infantry speed        |
| Scale Mail Armor | II  | 100F       | +1/+1P infantry armor      |
| Chain Mail Armor | III | 200F, 100G | +1/+1P infantry armor      |
| Plate Mail Armor | IV  | 300F, 150G | +1/+2P infantry armor      |
| Forging          | II  | 150F       | +1 infantry/cavalry attack |
| Iron Casting     | III | 220F, 120G | +1 infantry/cavalry attack |
| Blast Furnace    | IV  | 275F, 225G | +2 infantry/cavalry attack |

## MISSILE/SIEGE TECHNOLOGIES

|                      |     |            |   |
|----------------------|-----|------------|---|
| Fletching            | II  | 100F, 50G  | +1 attack/range for archers, galleys, Longboats, Castles, towers, (attack/LOS for Town Centers) |
| Bodkin Arrow         | III | 200F, 100G | +1 attack/range for archers, galleys, Longboats, Castles, towers, (attack/LOS for Town Centers) |
| Bracer               | IV  | 300F, 200G | +1 attack/range for archers, galleys, Longboats, Castles, towers, (attack/LOS for Town Centers) |
| Padded Archer Armor  | II  | 100F       | +1/+1P archer armor   |
| Leather Archer Armor | III | 150F, 150G | +1/+1P archer armor   |
| Ring Archer Armor    | IV  | 250F, 250G | +1/+2P archer armor   |
| Ballistics           | III | 300W, 175G | Increase chance of hitting moving targets   |
| Murder Holes         | III | 200F, 200S | No minimum tower/Castle range   |
| Heated Shot          | III | 350F, 100G | +50% tower attack vs. ships   |
| Chemistry            | IV  | 300F, 200G | +1 missile attack (except gunpowder units); enables gunpowder units to be created               |
| Siege Engineers      | IV  | 500F, 600W | +1 siege range (except rams); +20% siege unit attack vs. buildings; +40% Petard attack          |
| *Thumb Ring          | III | 300F, 250W | Archers fire faster; 100% accurate  |
| *Parthian Tactics    | IV  | 200F, 250G | +1/+2P cavalry archer armor   |

**CAVALRY TECHNOLOGIES**

|                     |     |            |                      |
|---------------------|-----|------------|----------------------|
| Husbandry           | III | 250F       | +10% cavalry speed   |
| *Bloodlines         | II  | 150F, 100G | +20 HP mounted units |
| Scale Barding Armor | II  | 150F       | +1/+1P cavalry armor |
| Chain Barding Armor | III | 250F, 150G | +1/+1P cavalry armor |
| Plate Barding Armor | IV  | 350F, 200G | +1/+2P cavalry armor |

**SHIP TECHNOLOGIES**

|            |     |             |  |
|------------|-----|-------------|--|
| Carreening | III | 250F, 150G  | +1P armor; +5 Transport Ship capacity        |
| Dry Dock   | IV  | 600F, 400G  | +15% ship speed; +10 Transport Ship capacity |
| Shipwright | IV  | 1000F, 300G | -20% wood to build ship                      |

**UNIQUE TECHNOLOGIES**

|                          |     |             |   |
|--------------------------|-----|-------------|---|
| *Garland Wars (Aztecs)   | IV  | 450F, 750G  | +4 infantry attack  |
| *Yeomen (Britons)        | IV  | 750W, 450G  | +1 foot archer range; +2 tower attack                                     |
| *Logistica (Byzantines)  | IV  | 1000F, 600G | Cataphracts cause trample damage  |
| *Furor Celtica (Celts)   | IV  | 750F, 450G  | +50% HP Siege Workshop units  |
| *Rocketry (Chinese)      | IV  | 750W, 750G  | +2 Chu Ko Nu pierce attack, +4 scorpions                                  |
| *Bearded Axe (Franks)    | IV  | 400F, 400G  | +1 Throwing Axemen range  |
| *Anarchy (Goths)         | III | 450F, 250G  | Create Huskarls at Barracks   |
| *Perfusion (Goths)       | IV  | 400W, 600G  | Barracks units created 50% faster   |
| *Atheism (Huns)          | IV  | 500F, 500G  | +100 years Wonder/Relic victory time;<br>-50% Spies/Treason research cost |
| *Kataparuto (Japanese)   | IV  | 750W, 400G  | Trebuchets fire, pack/unpack faster                                       |
| *Shinkichon (Korean)     | IV  | 800W, 500G  | +2 range Mangonels, onagers   |
| *El Dorado (Mayans)      | IV  | 750F, 450G  | +40 Eagle Warrior HP  |
| *Drill (Mongols)         | IV  | 500W, 450G  | Siege Workshop units move 50% faster                                      |
| *Mahouts (Persians)      | IV  | 300F, 300G  | +30% War Elephant speed   |
| *Zealotry (Saracens)     | IV  | 750F, 800G  | +30 camel, Mameluke HP  |
| *Supremacy (Spanish)     | IV  | 400F, 250G  | Villager combat skills increased  |
| *Crenellations (Teutons) | IV  | 600F, 400S  | +3 Castle range; garrisoned infantry fire arrows                          |
| *Artillery (Turks)       | IV  | 450S, 500G  | +2 range Bombard Towers, Bombard Cannons,<br>Cannon Galleons              |
| *Berserkergang (Vikings) | IV  | 500F, 850G  | Berserks regenerate faster  |

# Ensemble Studios

## Design

Greg "DeathShrimp" Street - Lead  
Karen "Scout" Sparks  
Sandy "Honcho" Petersen  
Bruce C. "Bruck" Shelley

## Programming

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Paul "winter" Bettner  
Tim "Timotron" Deen  
Mario "PlasticBrain" Grimani  
Dave "Bigdog" Pottinger  
Matt "The Optimizer" Pritchard

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Duncan "Reverend" McKissick - Lead  
Jeff "Jaydub" Dotson  
Herb "HellWood" Ellwood  
Bryan "Bubbles" Hehmann  
Duane "Saint" Santos  
Chad & Eric "Walker Boys"  
Scott "co0ter" Winsett

## Production

Chris "Snore Monkey" Rippy - Lead  
& Sound Director  
Tony "Bossman" Goodman - Executive  
Harter "HarterFaster" Ryan - Executive  
Brian "Ryujin" Sullivan - Exec. & PR

## Music

Stephen "Big Al" Rippy - Lead  
Kevin "dr. cosmic" McMullan

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Mark "Marko Polo" Terrano  
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